

Access DB# 118568**SEARCH REQUEST FORM**

Scientific and Technical Information Center

Requester's Full Name: ALEX RAD4 Examiner #: 78217 Date: 4/2/04
 Art Unit: 3714 Phone Number 301-871-35 Serial Number: 10/015314
 Mail Box and Bldg/Room Location: 10D28 Results Format Preferred (circle): PAPER DISK E-MAIL

If more than one search is submitted, please prioritize searches in order of need.

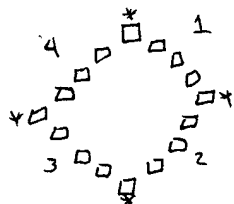
 Please provide a detailed statement of the search topic, and describe as specifically as possible the subject matter to be searched. Include the elected species or structures, keywords, synonyms, acronyms, and registry numbers, and combine with the concept or utility of the invention. Define any terms that may have a special meaning. Give examples or relevant citations; authors, etc, if known. Please attach a copy of the cover sheet, pertinent claims, and abstract.

Title of Invention: POKER GAMEInventors (please provide full names): DAVID LOEWENSTEINEarliest Priority Filing Date: 12/11/2001

For Sequence Searches Only Please include all pertinent information (parent, child, divisional, or issued patent numbers) along with the appropriate serial number.

10/21,063 - pending application

Concept:



DIAMOND SHAPE CARD GAME
 EACH SIDE OF THE SHAPE
 IS A SCARD HAND WHERE
 THE * IS A SHARED CARD
 BETWEEN TWO HAND.

PLEASE CALL TO DISCUSS.

STAFF USE ONLY**Type of Search****Vendors and cost where applicable**

Searcher: EMORY DARRON NA Sequence (#) _____ STN _____
 Searcher Phone #: 305 8587 AA Sequence (#) _____ Dialog * 675.12
 Searcher Location: CP22C8 Structure (#) _____ Questel/Orbit _____
 Date Searcher Picked Up: 4/2/04 1100PM Bibliographic x Dr. Link _____
 Date Completed: 4/5/04 1115AM Litigation _____ Lexis/Nexis _____
 Searcher Prep & Review Time: 200 min Fulltext x Sequence Systems _____
 Clerical Prep Time: 0 Patent Family _____ WWW/Internet ✓
 Online Time: 200 min Other _____ Other (specify) _____

PTO-1590 (8-01)

BEST AVAILABLE COPY

| Set | Items | Description |
|-----|--------|--|
| S1 | 7 | AU=(LOEWENSTEIN D? OR LOEWENSTEIN, D?) |
| S2 | 0 | DAVID(2W)LOEWENSTEIN |
| S3 | 1503 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? ? OR ELECTRONICPOKER? OR ELECTRICPOKER? |
| S4 | 116461 | IC=A63F? |
| S5 | 5 | S1:S2 AND S3:S4 |
| S6 | 5 | IDPAT (sorted in duplicate/non-duplicate order) |

? SHOW FILES

File 347:JAPIO Nov 1976-2003/Nov(Updated 040308)
(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200417
(c) 2004 Thomson Derwent

?

6/3,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015894085 **Image available**
WPI Acc No: 2004-051920/200405
XRPX Acc No: N04-041965

Card game e.g. poker playing method, involves displaying line across
screen that intersects cards using pointing device and selecting cards
that intersect to form players hand

Patent Assignee: LOEWENSTEIN D (LOEW-I)
Inventor: LOEWENSTEIN D
Number of Countries: 001 Number of Patents: 001
Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|---------------|------|----------|----------|
| US 20030224844 | A1 | 20031204 | US 2002156381 | A | 20020528 | 200405 B |

Priority Applications (No Type Date): US 2002156381 A 20020528

Patent Details:

| Patent No | Kind | Lan | Pg | Main IPC | Filing Notes |
|----------------|------|-----|----|-------------|--------------|
| US 20030224844 | A1 | | 11 | A63F-009/24 | |

Card game e.g. poker playing method, involves displaying line across
screen that intersects cards using pointing device and selecting...

Inventor: LOEWENSTEIN D

Abstract (Basic):

... Used for playing a card game e.g. poker , slot machine and
blackjack...

...Title Terms: POKER ;

International Patent Class (Main): A63F-009/24

6/3,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015790338 **Image available**
WPI Acc No: 2003-852541/200379
Related WPI Acc No: 2003-658829; 2003-688994
XRPX Acc No: N03-680853

Card game e.g. poker game, playing method, involves selecting either of
two cards one showing value and suit to form poker hand, and
iteratively displaying new card of same type being selected until player
forms five card poker hand

Patent Assignee: LOEWENSTEIN D (LOEW-I); WOLFF M J (WOLF-I)

Inventor: LOEWENSTEIN D ; WOLFF M J

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|---------------|------|----------|----------|
| US 20030193141 | A1 | 20031016 | US 200281095 | A | 20020222 | 200379 B |
| | | | US 2002211063 | A | 20020802 | |
| | | | US 2002429241 | P | 20021127 | |
| | | | US 2003418829 | A | 20030421 | |

Priority Applications (No Type Date): US 2002429241 P 20021127; US
200281095 A 20020222; US 2002211063 A 20020802; US 2003418829 A 20030421

Patent Details:

| Patent No | Kind | Lan | Pg | Main IPC | Filing Notes |
|----------------|------|-----|----|-------------|--|
| US 20030193141 | A1 | | 13 | A63F-001/00 | CIP of application US 200281095 CIP of application US 2002211063 Provisional application US 2002429241 |

Card game e.g. poker game, playing method, involves selecting either of
two cards one showing value and suit to form poker hand, and
iteratively displaying new card of same type being selected until player
forms five card poker hand

Inventor: LOEWENSTEIN D ...

Abstract (Basic):

... two cards and the selected card displays both the value and suit
to form a **poker** hand. A new card of the same type being selected is
iteratively displayed until the player forms a five card **poker** hand
and are finally compared to a paytable.
... Used for playing **poker** or blackjack games...

...The drawing shows a **poker** -type game where ten cards are dealt and the
player is required to form a...

...Title Terms: **POKER** ;

International Patent Class (Main): **A63F-001/00**

6/3,K/3 (Item 3 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015626823 **Image available**
WPI Acc No: 2003-688994/200365
Related WPI Acc No: 2003-658829; 2003-852541
XRPX Acc No: N03-550515

Playing card for video poker machines, has suit on one side and value
on other side, where cards are allowed to exchange between hands and
player is paid off according to payable

Patent Assignee: LOEWENSTEIN D A (LOEW-I)

Inventor: LOEWENSTEIN D A

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|--------------|------|----------|----------|
| US 20030160389 | A1 | 20030828 | US 200281095 | A | 20020222 | 200365 B |

Priority Applications (No Type Date): US 200281095 A 20020222

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|----------------|------|--------|-------------|--------------|
| US 20030160389 | A1 | 6 | A63F-001/02 | |

Playing card for video poker machines, has suit on one side and value
on other side, where cards are allowed...

Inventor: LOEWENSTEIN D A

Abstract (Basic):

... An INDEPENDENT CLAIM is also included for a method of playing
poker where some or all of the cards are split representation...

...Used in video **poker** machines...

...The drawing shows a card game played on traditional video **poker**
machine...

...Title Terms: **POKER** ;

International Patent Class (Main): **A63F-001/02**

6/3,K/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015596674 **Image available**
WPI Acc No: 2003-658829/200362
Related WPI Acc No: 2003-626173; 2003-688994; 2003-852541
XRPX Acc No: N03-525135

Multihand poker game played in casinos, arranges specific cards in diamond pattern with center card and one card in each corner
Patent Assignee: LOEWENSTEIN D A (LOEW-I); WOLFF M J (WOLF-I); LOEWENSTEIN D (LOEW-I); WOLFF M (WOLF-I)

Inventor: LOEWENSTEIN D A ; WOLFF M J; LOEWENSTEIN D ; WOLFF M

Number of Countries: 101 Number of Patents: 002

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|----------------|------|----------|----------|
| US 20030107175 | A1 | 20030612 | US 200115314 | A | 20011211 | 200362 B |
| | | | US 2002211063 | A | 20020802 | |
| WO 200349825 | A1 | 20030619 | WO 2002US35853 | A | 20021107 | 200362 |

Priority Applications (No Type Date): US 2002211063 A 20020802; US 200115314 A 20011211

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|----------------|------|--------|-------------|---------------------------------|
| US 20030107175 | A1 | 8 | A63F-013/00 | CIP of application US 200115314 |
| WO 200349825 | A1 E | | A63F-009/20 | |

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW

Multihand poker game played in casinos, arranges specific cards in diamond pattern with center card and one...

Inventor: LOEWENSTEIN D A ...

... LOEWENSTEIN D

Abstract (Basic):

... 3) five-card **poker** game; and...

...Multihand **poker** game played on electronic devices (claimed) in casinos, also played as handheld video game and...

Title Terms: **POKER** ;

International Patent Class (Main): **A63F-009/20** ...

... **A63F-013/00**

International Patent Class (Additional): **A63F-001/00**

6/3,K/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

application

015564017 **Image available**
WPI Acc No: 2003-626173/200359
Related WPI Acc No: 2003-658829
XRPX Acc No: N03-498271

Video poker game, has cards arranged in polygon, where each side has same number of cards and corner cards are shared with two adjacent hands, and player can exchange cards from one hand to another hand

Patent Assignee: LOEWENSTEIN D A (LOEW-I)

Inventor: LOEWENSTEIN D A

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|--------------|------|----------|----------|
| US 20030107174 | A1 | 20030612 | US 200115314 | A | 20011211 | 200359 B |

Priority Applications (No Type Date): US 200115314 A 20011211

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|-----------|------|--------|----------|--------------|
|-----------|------|--------|----------|--------------|

| | | | | |
|----------------|----|---|-------------|--|
| US 20030107174 | A1 | 7 | A63F-001/00 | |
|----------------|----|---|-------------|--|

Video poker game, has cards arranged in polygon, where each side has same number of cards and...

Inventor: LOEWENSTEIN D A

Abstract (Basic):

... The poker game has four-sided, diamond shaped display and each side has five cards, and corner...

... Used for multi-hand poker game...

...The drawing shows a basic configuration of a basic video poker game...

...Title Terms: POKER ;

International Patent Class (Main): A63F-001/00

| Set | Items | Description |
|-----|-------|--|
| S1 | 2 | AU=(LOEWENSTEIN D? OR LOEWENSTEIN, D?) |
| S2 | 0 | DAVID(2W)LOEWENSTEIN |
| S3 | 1191 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? ? OR ELECTRONICPOKER? OR ELECTRICPOKER? |
| S4 | 6299 | IC=A63F? |
| S5 | 2 | S1:S2 AND S3:S4 |
| S6 | 2 | IDPAT (sorted in duplicate/non-duplicate order) |

? SHOW FILES

File 348:EUROPEAN PATENTS 1978-2004/Mar W03
(c) 2004 European Patent Office

File 349:PCT FULLTEXT 1979-2002/UB=20040401,UT=20040325
(c) 2004 WIPO/Univentio

6/3,AU/1 (Item 1 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2004 European Patent Office. All rts. reserv.

01617529

METHOD AND APPARATUS TO PLAY CARD GAME

PROCEDE ET APPAREIL POUR JOUER A DES JEUX DE CARTES

PATENT ASSIGNEE:

Loewenstein, David, (4467240), 802 King Street, Rye Brook, NY 10573, (US)
, (Applicant designated States: all)
Wolff, Martin, (1074471), 135 East 83rd Street, New York, NY 10028, (US),
(Applicant designated States: all)

INVENTOR:

Loewenstein, David , 802 King Street, Rye Brook, NY 10573, (US)
Wolff, Martin, 135 East 83rd Street, New York, NY 10028, (US)

PATENT (CC, No, Kind, Date):

WO 2003049825 030619

APPLICATION (CC, No, Date): EP 2002789511 021107; WO 2002US35853 021107

PRIORITY (CC, No, Date): US 15314 011211; US 211063 020802

DESIGNATED STATES: AT; BE; BG; CH; CY; CZ; DE; DK; EE; ES; FI; FR; GB; GR;
IE; IT; LI; LU; MC; NL; PT

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: **A63F-009/20 ; A63F-001/00**

LANGUAGE (Publication,Procedural,Application): English; English; English

6/3,AU/2 (Item 2 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
(c) 2004 WIPO/Univentio. All rts. reserv.

01020155

METHOD AND APPARATUS TO PLAY CARD GAME

PROCEDE ET APPAREIL POUR JOUER A DES JEUX DE CARTES

Patent Applicant/Inventor:

LOEWENSTEIN David , 802 King Street, Rye Brook, NY 10573, US, US

(Residence), US (Nationality)

WOLFF Martin, 135 East 83rd Street, New York, NY 10028, US, US

(Residence), US (Nationality)

Legal Representative:

LOEWENSTEIN David (agent), 802 King Street, Rye Brook, NY 10573, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200349825 A1 20030619 (WO 0349825)

Application: WO 2002US35853 20021107 (PCT/WO US0235853)

Priority Application: US 200115314 20011211; US 2002211063 20020802

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 5086

| Set | Items | Description |
|--------------|---|--|
| S1 | 66 | AU=(LOEWENSTEIN D? OR LOEWENSTEIN, D?) |
| S2 | 2 | DAVID(2W)LOEWENSTEIN |
| S3 | 2393 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? ? OR ELECTRONICPOKER? OR ELECTRICPOKER? |
| S4 | 0 | S1:S2 AND S3 |
| ? SHOW FILES | | |
| File 94: | JICST-EPlus 1985-2004/Mar W2 | (c) 2004 Japan Science and Tech Corp(JST) |
| File 95: | TEME-Technology & Management 1989-2004/Mar W2 | (c) 2004 FIZ TECHNIK |
| File 99: | Wilson Appl. Sci & Tech Abs 1983-2004/Feb | (c) 2004 The HW Wilson Co. |
| File 35: | Dissertation Abs Online 1861-2004/Mar | (c) 2004 ProQuest Info&Learning |
| File 111: | TGG Natl.Newspaper Index(SM) 1979-2004/Apr 02 | (c) 2004 The Gale Group |
| File 583: | Gale Group Globalbase(TM) 1986-2002/Dec 13 | (c) 2002 The Gale Group |
| File 2: | INSPEC 1969-2004/Mar W3 | (c) 2004 Institution of Electrical Engineers |
| File 6: | NTIS 1964-2004/Apr W1 | (c) 2004 NTIS, Intl Cpyrght All Rights Res |
| File 8: | Ei Compendex(R) 1970-2004/Mar W3 | (c) 2004 Elsevier Eng. Info. Inc. |
| File 34: | SciSearch(R) Cited Ref Sci 1990-2004/Mar W3 | (c) 2004 Inst for Sci Info |
| File 434: | SciSearch(R) Cited Ref Sci 1974-1989/Dec | (c) 1998 Inst for Sci Info |
| File 65: | Inside Conferences 1993-2004/Mar W4 | (c) 2004 BLDSC all rts. reserv. |
| File 473: | FINANCIAL TIMES ABSTRACTS 1998-2001/APR 02 | (c) 2001 THE NEW YORK TIMES |
| File 474: | New York Times Abs 1969-2004/Apr 01 | (c) 2004 The New York Times |
| File 475: | Wall Street Journal Abs 1973-2004/Apr 01 | (c) 2004 The New York Times |
| File 481: | DELPHEs Eur Bus 95-2004/Mar W3 | (c) 2004 ACFCI & Chambre CommInd Paris |
| File 48: | SPORTDiscus 1962-2004/Mar | (c) 2004 Sport Information Resource Centre |
| File 50: | CAB Abstracts 1972-2004/Mar | (c) 2004 CAB International |
| ? | | |

| Set | Items | Description |
|--------------|--------------------------------|--|
| S1 | 21 | AU=(LOEWENSTEIN D? OR LOEWENSTEIN, D?) |
| S2 | 75 | DAVID(2W)LOEWENSTEIN |
| S3 | 50498 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? ? OR ELECTRONICPOKER? OR ELECTRICPOKER? |
| S4 | 0 | S1:S2 AND S3 |
| ? SHOW FILES | | |
| File 9: | Business & Industry(R) | Jul/1994-2004/Apr 01 (c) 2004 The Gale Group |
| File 16: | Gale Group PROMT(R) | 1990-2004/Apr 02 (c) 2004 The Gale Group |
| File 47: | Gale Group Magazine DB(TM) | 1959-2004/Apr 01 (c) 2004 The Gale group |
| File 80: | TGG Aerospace/Def.Mkts(R) | 1986-2004/Apr 02 (c) 2004 The Gale Group |
| File 141: | Readers Guide | 1983-2004/Mar (c) 2004 The HW Wilson Co |
| File 148: | Gale Group Trade & Industry DB | 1976-2004/Apr 02 (c)2004 The Gale Group |
| File 160: | Gale Group PROMT(R) | 1972-1989 (c) 1999 The Gale Group |
| File 482: | Newsweek | 2000-2004/Mar 09 (c) 2004 Newsweek, Inc. |
| File 621: | Gale Group New Prod.Annou.(R) | 1985-2004/Apr 02 (c) 2004 The Gale Group |
| File 484: | Periodical Abs Plustext | 1986-2004/Mar W4 (c) 2004 ProQuest |
| File 635: | Business Dateline(R) | 1985-2004/Apr 02 (c) 2004 ProQuest Info&Learning |
| File 636: | Gale Group Newsletter DB(TM) | 1987-2004/Apr 02 (c) 2004 The Gale Group |
| File 646: | Consumer Reports | 1982-2004/Mar (c) 2004 Consumer Union |
| File 609: | Bridge World Markets | 2000-2001/Oct 01 (c) 2001 Bridge |
| File 649: | Gale Group Newswire ASAP(TM) | 2004/Apr 01 (c) 2004 The Gale Group |
| File 610: | Business Wire | 1999-2004/Apr 02 (c) 2004 Business Wire. |
| File 613: | PR Newswire | 1999-2004/Apr 02 (c) 2004 PR Newswire Association Inc |
| File 809: | Bridge World Markets News | 1989-1999/Dec 31 (c) 1999 Bridge |
| File 810: | Business Wire | 1986-1999/Feb 28 (c) 1999 Business Wire |
| File 813: | PR Newswire | 1987-1999/Apr 30 (c) 1999 PR Newswire Association Inc |
| File 20: | Dialog Global Reporter | 1997-2004/Apr 02 (c) 2004 The Dialog Corp. |
| File 570: | Gale Group MARS(R) | 1984-2004/Apr 02 (c) 2004 The Gale Group |

| Set | Items | Description |
|-----|---------|--|
| S1 | 1503 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? |
| S2 | 367992 | MODIFICATION? ? OR VARIATION? ? OR VARIANT? ? OR PERMUTATI- ON? ? |
| S3 | 903 | (SHARED OR COMMON OR COMMUNAL OR COMMUNITY) (2N) (CARD? ? OR HAND? ?) |
| S4 | 1328 | (RELATED OR INTERRELATED OR JOINT?? OR MUTUAL??) (2N) (CARD? ? OR HAND? ?) |
| S5 | 204 | (CORNER??? OR INTERSECT?????) (2N) CARD? ? |
| S6 | 0 | (QUOIN OR CANTHUS) (2N) CARD? ? |
| S7 | 110856 | DIAMOND?????? OR PENTAGON?????? OR OCTAGON?????? OR POLYGO- N?????? OR HEXAGON?????? |
| S8 | 310368 | RECTANG????????? OR TRIANG????????? OR QUADRANG????????? OR TRIGON????????? |
| S9 | 28 | THREESIDE?? OR 3SIDE?? OR FOURSIDE?? OR 4SIDE?? OR FIVESID- E?? OR 5SIDE?? OR SIXSIDE?? OR 6SIDE?? OR EIGHTSIDE?? OR 8SID- E?? |
| S10 | 50893 | (THREE OR 3 OR FOUR OR 4 OR FIVE OR 5 OR SIX OR 6 OR EIGHT OR 8) () SIDE?? |
| S11 | 481194 | EXCHANG????? OR INTERCHANG????? OR SWAP????? OR SWOP????? |
| S12 | 1709451 | TRADE? ? OR TRADING OR SWITCH??? OR SUBROGAT????? OR SUBST- ITUT????? OR REPLAC????? |
| S13 | 758 | (BLIND?? OR DOWN OR HIDDEN OR COVERED OR FACEDOWN) (2N) CARD? ? |
| S14 | 2303319 | VIDEO????????? OR ELECTRONIC????? |
| S15 | 116461 | IC=A63F? |
| S16 | 47 | S1 AND S3:S6 |
| S17 | 41 | S1 AND S7:S10 |
| S18 | 84 | S16:S17 |
| S19 | 74 | S18 AND (S2 OR S11:S15) |
| S20 | 84 | S18:S19 |
| S21 | 4 | S20 AND S3:S6 AND S7:S10 |
| S22 | 31 | S20 AND S11:S14 |
| S23 | 32 | S21:S22 |
| S24 | 32 | IDPAT (sorted in duplicate/non-duplicate order) |

? show files

File 347:JAPIO Nov 1976-2003/Nov(Updated 040308)
(c) 2004 JPO & JAPIO

File 350:Derwent WPIX 1963-2004/UD,UM &UP=200417
(c) 2004 Thomson Derwent

?

24/3,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015894085. **Image available**
WPI Acc No: 2004-051920/200405
XRPX Acc No: N04-041965

Card game e.g. poker playing method, involves displaying line across
screen that intersects cards using pointing device and selecting
cards that intersect to form players hand

Patent Assignee: LOEWENSTEIN D (LOEW-I)
Inventor: ~~LOEWENSTEIN D~~
Number of Countries: 001 Number of Patents: 001
Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|---------------|------|----------|----------|
| US 20030224844 | A1 | 20031204 | US 2002156381 | A | 20020528 | 200405 B |

Priority Applications (No Type Date): US 2002156381 A 20020528

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|----------------|------|--------|-------------|--------------|
| US 20030224844 | A1 | 11 | A63F-009/24 | |

Card game e.g. poker playing method, involves displaying line across
screen that intersects cards using pointing device and selecting
cards that intersect to form players hand

Abstract (Basic):

... The method involves displaying a line across a screen that
intersects cards (50,120,180,240,300), using a pointing device (10),
and selecting the cards that intersect to form a players hand at a
players command. The intersected cards are displayed, where the
player can hold certain intersected cards. The non-held cards are
replaced, and the resulting hand is compared to a payoff table to pay
the player.

... Used for playing a card game e.g. poker, slot machine and
blackjack...

...Title Terms: POKER ;

International Patent Class (Main): A63F-009/24

24/3,K/4 (Item 4 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015789725 **Image available**
WPI Acc No: 2003-851928/200379
Related WPI Acc No: 2003-742777
XRPX Acc No: N03-680350

Poker game playing method, involves displaying multi-card flops and starting hand that indicates potential subset of resulting hand, and comparing hand with pay table to determine payout

Patent Assignee: BERMAN B (BERM-I)

Inventor: BERMAN B

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|---------------|------|----------|----------|
| US 20030162424 | A1 | 20030828 | US 2000579919 | A | 20000526 | 200379 B |
| | | | US 2003351983 | A | 20030127 | |

Priority Applications (No Type Date): US 2003351983 A 20030127; US 2000579919 A 20000526

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|----------------|------|--------|-------------|--|
| US 20030162424 | A1 | 27 | H01R-013/60 | CIP of application US 2000579919 CIP of patent US 6511068 |

Poker game playing method, involves displaying multi-card flops and starting hand that indicates potential subset...

Abstract (Basic):

... The method involves displaying starting hand of cards indicating a potential subset of a resulting **poker** hand. Multi-card flops each corresponding to concurrently played **poker** games are displayed. The resulting **poker** hands for each combination of participants starting hand and multi-card flops are derived. The resulting **poker** hands are compared to a pay table on a per- **poker** game basis to determine a payout.

... a) a computer implemented **poker** apparatus...

...b) a computer readable medium for **electronically** facilitating concurrent play of **communal - card poker** games by a participant...

...Used for **electronically** facilitating concurrent play of **communal - card poker** games...

...The method increases the number of multi-player, **communal card poker** games as a result the game can be played in a given amount of time...

...The drawing shows a flow diagram of concurrently playing multiple **hands** in a **communal card poker** game...

Title Terms: **POKER** ;

24/3,K/6 (Item 6 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015680588 **Image available**
WPI Acc No: 2003-742777/200370
Related WPI Acc No: 2003-851928
XRPX Acc No: N03-594706

Game playing method e.g. for multiple command card poker game, involves
comparing participant resulting poker hand with remaining resulting
poker hands on per- poker game basis

Patent Assignee: SKLANSKY LLC (SKLA-N)
Inventor: BERMAN B; SKLANSKY D B
Number of Countries: 001 Number of Patents: 001
Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|------------|------|----------|---------------|------|----------|----------|
| US 6511068 | B1 | 20030128 | US 2000579919 | A | 20000526 | 200370 B |

Priority Applications (No Type Date): US 2000579919 A 20000526

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|------------|------|--------|-------------|--------------|
| US 6511068 | B1 | 28 | A63F-001/00 | |

Game playing method e.g. for multiple command card poker game, involves
comparing participant resulting poker hand with remaining resulting
poker hands on per- poker game basis

Abstract (Basic):

... The participant resulting and remaining resulting **poker** hands
are derived, one for each combination of participants selected starting
hand, and multi-card...

...and non-selected ones of starting hands and multi-card flops,
respectively. The participant resulting **poker** hands are compared with
remaining resulting **poker** hands on per- **poker** game basis, such that
poker hands corresponding to that of multi-card flops are compared.

... 1) computer implemented **poker** apparatus; and...

...2) computer-readable medium storing **poker** -game playing instruction...

...For concurrent play of multiple, **communal** - **card** **poker** game
utilizing starting **hands** and **communal** **card** flops...

...Facilitates concurrent playing of the game. Facilitates determination of
winner for each concurrently-played **poker** game/round by comparing
participants resulting **poker** hands with other player's hand...

...The figures show the **electronic** **video** **poker** device and table
layout used as gaming table cover in playing live casino versions of
poker game...

...Title Terms: **POKER** ;

International Patent Class (Main): **A63F-001/00**

24/3,K/7 (Item 7 from file: 350)
DIALOG(R) File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

015596674 **Image available**
WPI Acc No: 2003-658829/200362
Related WPI Acc No: 2003-626173; 2003-688994; 2003-852541
XRPX Acc No: N03-525135

Multihand poker game played in casinos, arranges specific cards in diamond pattern with center card and one card in each corner
Patent Assignee: LOEWENSTEIN D A (LOEW-I); WOLFF M J (WOLF-I); LOEWENSTEIN D (LOEW-I); WOLFF M (WOLF-I)

Inventor: ~~LOEWENSTEIN D~~ A; WOLFF M J; LOEWENSTEIN D; WOLFF M

Number of Countries: 101 Number of Patents: 002

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|----------------|------|----------|----------|
| US 20030107175 | A1 | 20030612 | US 200115314 | A | 20011211 | 200362 B |
| | | | US 2002211063 | A | 20020802 | |
| WO 200349825 | A1 | 20030619 | WO 2002US35853 | A | 20021107 | 200362 |

Priority Applications (No Type Date): US 2002211063 A 20020802; US 200115314 A 20011211

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|----------------|------|--------|-------------|---------------------------------|
| US 20030107175 | A1 | 8 | A63F-013/00 | CIP of application US 200115314 |
| WO 200349825 | A1 E | | A63F-009/20 | |

Designated States (National): AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW

Designated States (Regional): AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SK SL SZ TR TZ UG ZM ZW

Multihand poker game played in casinos, arranges specific cards in diamond pattern with center card and one card in each corner

Abstract (Basic):

... Five cards are arranged in a **diamond** pattern with a center card and one **card** in each **corner** for a player. Multiple **diamond** patterns are formed, so that the **corner cards** of one player are **common** to the **card** held by adjacent players. A bonus point is awarded to the player, if the center or **corner cards** is a joker.

... 1) **electronic** device...

...3) five-card **poker** game; and...

...Multihand **poker** game played on **electronic** devices (claimed) in casinos, also played as handheld **video** game and over internet...

...The figure shows a series of the interlocking five-card, **diamond**-shaped hands...

Title Terms: **POKER** ;

International Patent Class (Main): **A63F-009/20** ...

... **A63F-013/00**

International Patent Class (Additional): **A63F-001/00**

24/3,K/8 (Item 8 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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APPLICATION

015564017 **Image available**
WPI Acc No: 2003-626173/200359
Related WPI Acc No: 2003-658829
XRPX Acc No: N03-498271

Video poker game, has cards arranged in polygon, where each side has same number of cards and corner cards are shared with two adjacent hands, and player can exchange cards from one hand to another hand,

Patent Assignee: LOEWENSTEIN D A (LOEW-I)

Inventor: ~~LOEWENSTEIN D A~~

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|--------------|------|----------|----------|
| US 20030107174 | A1 | 20030612 | US 200115314 | A | 20011211 | 200359 B |

Priority Applications (No Type Date): US 200115314 A 20011211

Patent Details:

Patent No Kind Lan Pg Main IPC Filing Notes

US 20030107174 A1 7 A63F-001/00

Video poker game, has cards arranged in polygon, where each side has same number of cards and corner cards are shared with two adjacent hands, and player can exchange cards from one hand to another hand

Abstract (Basic):

... The poker game has four - sided, diamond shaped display and each side has five cards, and corner cards are shared with two adjacent hands. Three interior cards in each hand are dealt face up and the corner cards are dealt face down. The player can exchange cards from one hand to another hand. After the exchange, the corner cards could be displayed, and the player is paid according to a payoff table.

... Used for multi-hand poker game...

...The game allows a player to play multiple games simultaneously and permits him to exchange cards from other hands to improve his odds of winning...

...The drawing shows a basic configuration of a basic video poker game

Title Terms: VIDEO ;

International Patent Class (Main): A63F-001/00

24/3,K/10 (Item 10 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015250339 **Image available**
WPI Acc No: 2003-311265/200330
XRPX Acc No: N03-247731

Electronic video poker game playing method involves dealing initial
hand of three cards to each player and dealing three face down
community cards placed at appropriate card locations

Patent Assignee: BOUFFLEUR K A (BOUF-I); MOODY E W (MOOD-I); ACTION GAMING
INC (ACTI-N); MOODY E (MOOD-I)

Inventor: BOUFFLEUR K A; MOODY E W

Number of Countries: 001 Number of Patents: 002

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|---------------|------|----------|----------|
| US 20020185816 | A1 | 20021212 | US 2001860055 | A | 20010516 | 200330 B |
| US 6533279 | B2 | 20030318 | US 2001860055 | A | 20010516 | 200330 |

Priority Applications (No Type Date): US 2001860055 A 20010516

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|-----------|------|--------|----------|--------------|
|-----------|------|--------|----------|--------------|

| | | | | |
|----------------|----|--|---------------|--|
| US 20020185816 | A1 | | 8 A63F-001/00 | |
|----------------|----|--|---------------|--|

| | | | | |
|------------|----|--|-------------|--|
| US 6533279 | B2 | | A63F-001/00 | |
|------------|----|--|-------------|--|

Electronic video poker game playing method involves dealing initial
hand of three cards to each player and dealing three face down
community cards placed at appropriate card locations

Abstract (Basic):

... An initial hand of three cards is dealt to each player after
which three **community cards** are dealt face down and placed at the
appropriate card locations (41-43) for each card discarded by the
player, the player uses one of the **community cards** as the
replacement card. The **poker** hand ranking of the player's final hand
is determined.

... For playing **electronic video poker** game...

...table game that is easy to play and easy to deal. The use of the
community cards as **replacement** cards allows the player to improve
any initially dealt hands that are not good hands...

Title Terms: **ELECTRONIC** ;

International Patent Class (Main): **A63F-001/00**

International Patent Class (Additional): **A63F-009/20**

24/3,K/11 (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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015186969 **Image available**
WPI Acc No: 2003-247502/200324
XRPX Acc No: N03-196710

Poker game playing method for game machines, involves determining
number of winning hands by comparing poker hands with communal
cards to provide player with amount corresponding to determined number
of winning hands

Patent Assignee: KHAL S D (KHAL-I)

Inventor: KHAL S D

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|----------------|------|----------|---------------|------|----------|----------|
| US 20020187823 | A1 | 20021212 | US 2001297809 | P | 20010612 | 200324 B |
| | | | US 2002167220 | A | 20020610 | |

Priority Applications (No Type Date): US 2001297809 P 20010612; US
2002167220 A 20020610

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|----------------|------|--------|-------------|---------------------------------------|
| US 20020187823 | A1 | 8 | A63F-009/24 | Provisional application US 2001297809 |

Poker game playing method for game machines, involves determining
number of winning hands by comparing poker hands with communal
cards to provide player with amount corresponding to determined number
of winning hands.

Abstract (Basic):

... are dealt face-up in a three-by-three matrix format along with
two face-down communal cards. The wager made by a player on the
number of winning hands is obtained and the communal cards are
turned face-up. The number of winning hands is determined by comparing
the poker hands with communal cards. The player is paid a
corresponding amount based on number of winning hands determined.

... For electronic machines to play games of chance e.g. slot
machines, video poker.

...Allows player to wager on multiple poker hands up to eight on each
round of play, thus increasing the revenue handle of

Title Terms: POKER ;

International Patent Class (Main): A63F-009/24

24/3,K/18 (Item 18 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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013750380 **Image available**
WPI Acc No: 2001-234609/200124
Related WPI Acc No: 2003-800651
XRPX Acc No: N01-167771

**Method for playing poker -type card game which may be played player
versus dealer, includes dealing cards which may be common to each of
players' hands and to dealer's hand**

Patent Assignee: GARROD G E (GARR-I)
Inventor: GARROD G E
Number of Countries: 001 Number of Patents: 001
Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|------------|------|----------|-------------|------|----------|------------|
| US 6206373 | B1 | 20010327 | US 9874904 | P | 19980217 | 200124 . B |
| | | | US 9888534 | P | 19980608 | |
| | | | US 99249663 | A | 19990212 | |

Priority Applications (No Type Date): US 99249663 A 19990212; US 9874904 P
19980217; US 9888534 P 19980608

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|------------|------|--------|-------------|------------------------------------|
| US 6206373 | B1 | 14 | A63F-001/00 | Provisional application US 9874904 |
| | | | | Provisional application US 9888534 |

**Method for playing poker -type card game which may be played player
versus dealer, includes dealing cards which may...**

Abstract (Basic):

... displayed face up. From the remainder of the deck each player is
dealt two face down cards . After viewing the two face down cards
, each player may act upon his hand. The player may be given the option
to...

...to increase the wager up to a determined amount. After making a
decision, the five common cards are dealt face up.

... The common cards are common to each of the players' hands
and to the dealer's hand. The dealer is...

...Is based on poker , but may be played player versus dealer...

...Title Terms: POKER ;

International Patent Class (Main): A63F-001/00

International Patent Class (Additional): A63F-013/00

24/3,K/22 (Item 22 from file: 350)
DIALOG(R)File 350:Derwent WPIX
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012813178 **Image available**
WPI Acc No: 1999-619409/199953
Related WPI Acc No: 2000-430743; 2002-415554
XRPX Acc No: N99-456757

Showdown poker game playing method in casinos
Patent Assignee: DE KELLER D G (DKEL-I)
Inventor: DE KELLER D G
Number of Countries: 001 Number of Patents: 001
Patent Family:
Patent No Kind Date Applicat No Kind Date Week
US 5975529 A 19991102 US 95526382 A 19950911 199953 B

Priority Applications (No Type Date): US 95526382 A 19950911
Patent Details:
Patent No Kind Lan Pg Main IPC Filing Notes
US 5975529 A 7 A63F-001/00

Showdown poker game playing method in casinos

Abstract (Basic):

... A comparison is done between each players with five card **poker** hand. The compared **poker** hand uses **poker** rank as criterion for determining winning hands against the bank and also for determining which...

...pot bets. Each winner of the game is displayed in the payable, based on the **poker** rank. The player who holds the highest **poker** rank, is awarded.

... player compete against one another with the winner of pot bets who holds the highest **poker** hand of five cards and not against the bank. Predetermined number of **communal cards** are dealt to each player. Each player has the option of discarding all or some of their non- **communal cards** and receive **replacements** . The compared **poker** hand partly consists of individually dealt cards in conjunction with **communal cards** .

...

...Player with highest **poker** hand is awarded all the pot bets, in the event of holding identical **poker** hands. The player can select five cards to make up their **poker** hands, no matter how many **cards** constitute **communal cards** or how many cards dealt to each player...

...The figure shows the hierarchical ranking of **poker** hands utilizing standard playing cards
Title Terms: **POKER** ;
International Patent Class (Main): **A63F-001/00**

24/3,K/26 (Item 26 from file: 350)
DIALOG(R) File 350:Derwent WPIX
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010823851 **Image available**

WPI Acc No: 1996-320804/199632

Related WPI Acc No: 1998-229500; 1998-582331; 1999-589333; 2000-021921;
2000-115572; 2000-586075; 2000-671899; 2002-121009; 2002-236222;
2002-442195; 2002-499048; 2002-626071; 2003-353761; 2003-440042;
2003-478775; 2003-634441; 2003-776744; 2003-777092; 2004-008662

XRFX Acc No: N96-270059

**Method of playing poker -style game using standard deck of playing cards
- includes dealing initial hand of three cards to player, arranging
collection of community cards comprising eight cards from deck in
predetermined pattern, and player selecting one of first,second, third,
and fourth groups**

Patent Assignee: MOODY E W (MOOD-I)

Inventor: MOODY E W

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|------------|------|----------|-------------|------|----------|----------|
| US 5531448 | A | 19960702 | US 95495952 | A | 19950628 | 199632 B |

Priority Applications (No Type Date): US 95495952 A 19950628

Patent Details:

| Patent No | Kind | Lan Pg | Main IPC | Filing Notes |
|------------|------|--------|-------------|--------------|
| US 5531448 | A | 19 | A63F-001/00 | |

Method of playing poker -style game using standard deck of playing cards

...

...includes dealing initial hand of three cards to player, arranging
collection of community cards comprising eight cards from deck in
predetermined pattern, and player selecting one of first,second...

...Abstract (Basic): dealing an initial hand of three cards to a player,
and arranging a collection of **community cards** comprising eight
cards from the deck in a predetermined pattern of distinct groups of
two cards each in which a first group has two **cards face down**, a
second group has one card face up and one **card face down**, a third
group has one card face up and one **card face down** and a fourth
group which has two cards face up...

...The next step is the player selecting, prior to exposing any **face down
cards**, one of the first group, the second group, the third group or
the fourth group...

...cards which were face down, and examining the player's completed hand to
determine a **poker** hand ranking of it...

...ADVANTAGE - Provides a **poker** -style card game that allows each player
to discard certain cards in that player's hand and then use
pre-designated **community cards** as **replacement** cards to be
considered part of that player's hand...

...Title Terms: **POKER** ;

International Patent Class (Main): **A63F-001/00**

24/3,K/27 (Item 27 from file: 350)
DIALOG(R)File 350:Derwent WPIX
(c) 2004 Thomson Derwent. All rts. reserv.

010631062 **Image available**
WPI Acc No: 1996-128015/199613
XRPX Acc No: N96-107685

Five card poker style card game - is played using standard pack of playing cards with dealt distributing cards to player who decides

Patent Assignee: MOODY E W (MOOD-I)

Inventor: MOODY E W

Number of Countries: 001 Number of Patents: 001

Patent Family:

| Patent No | Kind | Date | Applicat No | Kind | Date | Week |
|------------|------|----------|-------------|------|----------|----------|
| US 5489101 | A | 19960206 | US 95470341 | A | 19950606 | 199613 B |

Priority Applications (No Type Date): US 95470341 A 19950606

Patent Details:

| Patent No | Kind | Lan | Pg | Main IPC | Filing Notes |
|------------|------|-----|----|-------------|--------------|
| US 5489101 | A | | 20 | A63F-001/00 | |

Five card poker style card game...

...Abstract (Basic): progressive jackpot. The dealer deals five cards to each player. The dealer then deals six **cards** as the **community cards** which are arranged face down in three rows in a **triangle** pattern on the gaming table layout. The players may discard from none to five unwanted cards. The dealer turns up the **community cards** and predesignated groups of **cards** from the **community cards** are used for each player to make a complete five card **poker** hand...

...The dealer determines the best hand each player has made according to **poker** hand rankings. All winning hands will be paid by the dealer according to the odds...

...the pay table. When the progressive jackpot payout is used, the dealer examines the six **community cards** to determine if one of the predetermined card arrangements has occurred. Any winning payouts from ...

...player to discard certain cards in that player's hand and then use pre-designated **community cards** as **replacement** cards to be considered part of that player's hand...

...Title Terms: **POKER** ;

International Patent Class (Main): **A63F-001/00**

24/3,K/32 (Item 32 from file: 347)
DIALOG(R)File 347:JAPIO
(c) 2004 JPO & JAPIO. All rts. reserv.

04058055 **Image available**
IMAGE DISPLAYED CARD GAME MACHINE

PUB. NO.: 05-049755 [JP 5049755 A]
PUBLISHED: March 02, 1993 (19930302)
INVENTOR(s): ANDO SHINICHI
APPLICANT(s): SEGA ENTERP LTD [400891] (A Japanese Company or Corporation),
JP (Japan)
APPL. NO.: 03-242602 [JP 91242602]
FILED: August 28, 1991 (19910828)
JOURNAL: Section: C, Section No. 1079, Vol. 17, No. 355, Pg. 34, July
06, 1993 (19930706)

INTL CLASS: A63F-009/22

ABSTRACT

... game by displaying a designated unnecessary card on an unnecessary card display part, and by **exchanging** and distributing a card on an **exchange** card displaying part, therefor, by displaying the front face of the card, and by displaying...

...CONSTITUTION: When a medal is inserted for a **poker** game, the front surfaces of five cards are displayed on a player card display part (u) while the back faces of five cards are displayed on an **exchange** card display part (t). For example, in the case of aiming at a straight flush, the nine, eight and seven of **diamonds** are held but other two are to be **exchanged**. The eight of spades and the ten of hearts are shifted to and displayed on...

... part (t) are shifted to the original positions of the card having been shifted, being **substituted** for the latter with the front surfaces thereof being displayed. If these cards are the six and ten of **diamonds**, the combination of a straight flush is established, and then the front surfaces of the..

| Set | Items | Description |
|-----|--------|--|
| S1 | 1191 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? |
| S2 | 849596 | MODIFICATION? ? OR VARIATION? ? OR VARIANT? ? OR PERMUTATI- ON? ? |
| S3 | 1870 | (SHARED OR COMMON OR COMMUNAL OR COMMUNITY) (2N) (CARD? ? OR HAND? ?) |
| S4 | 2618 | (RELATED OR INTERRELATED OR JOINT?? OR MUTUAL??) (2N) (CARD? ? OR HAND? ?) |
| S5 | 240 | (CORNER??? OR INTERSECT?????) (2N) CARD? ? |
| S6 | 0 | (QUOIN OR CANTHUS) (2N) CARD? ? |
| S7 | 95959 | DIAMOND?????? OR PENTAGON?????? OR OCTAGON?????? OR POLYGO- N?????? OR HEXAGON?????? |
| S8 | 251555 | RECTANG?????????? OR TRIANG?????????? OR QUADRANG?????????? OR TRIGON?????????? |
| S9 | 269 | THREESIDE?? OR 3SIDE?? OR FOURSIDE?? OR 4SIDE?? OR FIVESID- E?? OR 5SIDE?? OR SIXSIDE?? OR 6SIDE?? OR EIGHTSIDE?? OR 8SID- E?? |
| S10 | 36523 | (THREE OR 3 OR FOUR OR 4 OR FIVE OR 5 OR SIX OR 6 OR EIGHT OR 8) () SIDE?? |
| S11 | 233581 | EXCHANG???? OR INTERCHANG???? OR SWAP???? OR SWOP???? |
| S12 | 848439 | TRADE? ? OR TRADING OR SWITCH??? OR SUBROGAT???? OR SUBST- ITUT???? OR REPLAC???? |
| S13 | 964 | (BLIND?? OR DOWN OR HIDDEN OR COVERED OR FACEDOWN) (2N) CARD? ? |
| S14 | 415968 | VIDEO?????? OR ELECTRONIC???? |
| S15 | 6307 | IC=A63F? |
| S16 | 104 | S1 AND S3:S6 |
| S17 | 54 | S16 AND S7:S10 |
| S18 | 54 | S17 AND (S2 OR S11:S15) |
| S19 | 54 | S17:S18 |
| S20 | 54 | IDPAT (sorted in duplicate/non-duplicate order) |

? show files

File 348:EUROPEAN PATENTS 1978-2004/Mar W04

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File 349:PCT FULLTEXT 1979-2002/UB=20040401,UT=20040325

(c) 2004 WIPO/Univentio

?

20/3,K/7 (Item 7 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
(c) 2004 European Patent Office. All rts. reserv.

01310460

Multi-jack card game

Multi-Jack-Kartenspiel

Jeu de cartes dit multi-jack

PATENT ASSIGNEE:

International Game Technology, (2015072), 9295 Prototype Drive, Reno,
Nevada 89511, (US), (Applicant designated States: all)

INVENTOR:

Rowe, Richard E., 14410 Lasso Drive, Reno, Nevada 89511, (US)

LEGAL REPRESENTATIVE:

Manitz, Finsterwald & Partner Gbr (100618), Postfach 31 02 20, 80102
Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 1120141 A2 010801 (Basic)
EP 1120141 A3 020102

APPLICATION (CC, No, Date): EP 2001101838 010126;

PRIORITY (CC, No, Date): US 492512 000127

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE; TR

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS: **A63F-001/00 ; A63F-003/00**

ABSTRACT WORD COUNT: 183

NOTE:

Figure number on first page: NONE

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

| Available Text | Language | Update | Word Count |
|------------------------------------|-----------|--------|------------|
| CLAIMS A | (English) | 200131 | 880 |
| SPEC A | (English) | 200131 | 4676 |
| Total word count - document A | | | 5556 |
| Total word count - document B | | | 0 |
| Total word count - documents A + B | | | 5556 |

INTERNATIONAL PATENT CLASS: **A63F-001/00 ...**

... A63F-003/00

...ABSTRACT A2

A physical card game or **electronically** simulated card game is provided in which each of one or more players received cards which define two or more card hands, with at least one **card** in **common** . In one embodiment, the initial cards are arranged in a **rectangular** array with rows, columns and/or diagonals of the array defining the hands. Each hand can be played and/or evaluated using certain aspects of blackjack, **poker** or other traditional card game play or evaluation. At least some prizes or top winning...

...SPECIFICATION may play multiple hands at the same time, preferably with two or more of the **hands** having **common cards** and preferably in a form that can be configured for either traditional table play or **electronic** play.

BACKGROUND INFORMATION

Many casino players or other game players are especially attracted to games...

...traditional games to include low-odds winning outcomes, it is believed especially useful to provide **modifications** in such a fashion as to maintain a high level of entertainment value or other...

...provided by defining hands which have a large number of cards (e.g. a modified **poker** hands with 13 cards could have relatively low odds of achieving a 13-card straight...

...to that traditionally associated with the game (such as five cards or seven cards for **poker** hands). Accordingly, it would be useful to provide **modifications** for traditional card games which can include hands with a number of cards similar to...

...relatively higher prizes, associated with such outcomes).

It is believed that while many players prefer **electronic** or "slot" games, others prefer games which are played with ordinary (physical) card decks and/or prefer to have the ability to **switch** between substantially similar **electronic** and table versions of a game. Accordingly, it would be useful to provide for **modifications** to traditional games which not only can make it feasible to provide relatively large prizes but also which can be readily implemented as either table games or **electronic** games.

In certain casino games especially **electronic** games, it is possible to use programming or other techniques to define odds for certain...

...objects. For example, it would be possible to decrease the odds of achieving a particular **poker** hands outcome, such as a royal flush, in an **electronic poker** machine, by configuring the programming such that the royal flush occurs at a relatively low...

...case, may be confusing or annoying to potential casino players who may expect probabilities of **electronic** card decks to closely resemble probabilities found in physical card decks (with which any players may be familiar). Accordingly, it would be useful to provide **modifications** of card games which can provide one or more outcomes with relatively low probabilities of...

...two or more card hands at the same time. Preferably, there is at least one **card** which is **common** to two or more of the hands and, even more preferably at least two cards...

...at least two different hands.

In one embodiment, the player receives four cards in a **rectangular** array with the two cards of the two columns (or two rows) being members of...

...outcome, e.g. if the cards constitute a predefined winning outcome such as a winning **poker** outcome (e.g. four of a kind) or a blackjack winning outcome (cards totaling 21...

...in the absence of an "instant win", players can continue to play towards a winning **poker** or blackjack hand by receiving additional "draw" cards in any or all of the four...

...game play, with respect to each of the multiple hands, which substantially comports with blackjack, **poker** or other card game rules with which the player may be familiar.

According to one aspect, a physical card game or **electronically** simulated card game is provided in which each of one or more players received cards which define two or more card hands, with at least one **card** in **common**. In one embodiment, the initial cards are arranged in a

rectangular array with rows, columns and/or diagonals of the array defining the hands. Each hand can be played and/or evaluated using certain aspects of blackjack, **poker** or other traditional card game play or evaluation. At least some prizes or top winning...

...DESCRIPTION OF THE DRAWINGS

Fig. 1 displays an array of card positions for table or **electronic** play according to one embodiment of the present invention;

Fig. 2 depicts an array of card positions for **electronic** or table play according to an embodiment of the present invention;

Figs. 3A and 3B...

...There are numerous manners of implementing the game having multiple hands with at least one **common card** and at least some manners of implementation (and **variations**.) are described below. The arrangement of cards depicted in Fig. 1 can be an arrangement...

...device. As depicted in Fig. 3B, a gaming terminal 412 typically provides a mechanical or **electronic** display which can include a touch screen display 414, e.g. for providing player input...

...implement card game actions, such as dealing, discarding, drawing cards and the like in an **electronic** (simulated) card game machine, after understanding the present disclosure.

In one embodiment, preferably following an...

...card arrangements to define or assist in displaying numerous card hands having one or more **cards** in **common**, as will be apparent to those of skill in the art after understanding the present...

...Fig. 1, the card hands 116a, b, c, d are configured such that there are **common cards** (i.e. cards which are components of more than one hand). According to an embodiment of the present invention, there is at least one **card** which is **common** to at least two different hands. Preferably, of the initial four cards dealt in Fig...

...first hand 116a and the third hand 116c) and each hand has at least one **card** which is **common** with at least one other hand (in the configuration Fig. 2, both initial cards of each **hand** are **common** to other **hands**). In one embodiment, the cards in the top row 112a, b are dealt face up...

...unknown to the dealer at the time of initial dealing. However, in at least one **electronic** version of the game, all cards 112a, b, c, d which are initially dealt are...player can indicate this decision directly to the dealer whereas in the case of an **electronic** game, the player may indicate this decision using a touch screen or other input device...

...of two or more different modified games, such as having aspects of both blackjack and **poker**. For example, in one embodiment, a given hand of a player may be evaluated both...

...the hand approaches a total of 21 and/or for what type or class of **poker** hand is represented by each of the four hands. In one **variation**, the player may be required to designate, e.g. prior to requesting draw cards, for each hand, whether that hand will be evaluated as a **poker** hand or blackjack hand. In another **variation**, the decision whether to evaluate any of the hands as a blackjack hand or a **poker** hand is made according to one or more rules, such as selecting that evaluation which results in the highest overall prize to the player. In yet another

variation , all hands are evaluated as both **poker** hands and blackjack hands (e.g. a total of 8 hand evaluations are performed in...contemplated that embodiments without a dealer hand are particularly useful in the context of an **electronic** card game, there is no theoretical reason why a game without a dealer hand cannot...

...that has any of a number of types of interactions between blackjack hand evaluations and **poker** hand evaluations. For example, in some embodiments, a hand which represents a blackjack "bust" hand is disqualified from being considered for a **poker** hand prize, whereas in other embodiments, a hand may be eligible for a prize when evaluated as a **poker** hand, even though it may represent a blackjack bust hand.

In some embodiments, one or...

...or all of the four hands. The same analysis is also true of, e.g. **poker** hands. For example, there may be many card deal orders which result in a four...

...four aces will be dealt in a specific suit order, such as spades, hearts, clubs, **diamonds** . Accordingly, when it is desired to provide relatively high prizes, this can be facilitated, according...

...hand (i.e. provide a total equaling 21) and/or provide one or more predefined **poker** card combinations, a player will be awarded a prize. For example, the **poker** card combinations could include four of a kind, a four card straight, or, if desired, other combinations valid in draw **poker** . In one **variation** , if an instant win combination occurs, the prize is awarded and game round is over...

...a five-card hand for evaluation of a possible instant-win according to five card **poker** hand hierarchies. In one embodiment the fifth card 212 is always dealt and in other...

...providing, in each round, multiple hands for a given player, preferably with at least one **card** in **common** to two or more of the hands. Providing game rounds in which players have numerous...certain types of card combinations) such as by modifying traditional card games (such as blackjack, **poker** , and the like) so as to accommodate the provision of multiple hands for a single...

...results which correspond to certain winning results in traditional card games such as blackjack results, **poker** results and the like. In one embodiment, an instant win is based on evaluation of...

...two or more hands, preferably including cards from at least two hands which have no **common cards** , and even more preferably including substantially all initially-dealt cards. In one embodiment, the game includes aspects of both a traditional blackjack game and a traditional **poker** game.

A number of **variations** and **modifications** in the invention can be used. It is possible to use some aspects of the...

...player, in a given round, receives two or more different hands, with at least one **card** in **common** , but without the need for providing aspects of a **poker** game in addition to a blackjack game. Although multiple-hand **common - card** embodiments were described based on retaining at least certain aspects of traditional blackjack and/or five card draw **poker** , it is possible to provide games not based on any traditional card games and/or...

- ...use or retain some aspects of other types of card games such as seven card **poker** , stud **poker** and the like. Although Fig. 1 depicts an embodiment with a single dealer hand and...
- ...the players playing against one another. Although embodiments above were described in connection with a **modification** based on a blackjack game, the present invention can also be implemented as a **modification** of other card games such as a **poker** game, in fashions that will be understood by those of skill in the art after...
- ...may include five cards and the top prize may be associated with achieving a predetermined **poker** hand (or class of **poker** hands) in each of the four player hands such as achieving four flushes, four straights...
- ...the like, and/or all four of the player's hands beating the dealer's **poker** hand, although Fig. 1 depicts an embodiment in which a two-by-two **rectangular** array of cards is originally dealt, it is possible to find other ways to arrange...
- ...combine a plurality of cards to define two or more hands with at least one **card** in **common** . In some embodiments, rather than defining hands by columns and diagonals, hands can be defined...
- ...the description of the invention has included description of one or more embodiments and certain **variations** and **modifications** , other **variations** and **modifications** are within the scope of the invention, e.g. as may be within the skill...
- ...CLAIMS in claim 1 wherein said step of evaluating includes evaluating each said hand as a **poker** hand.
 - 7. A method as claimed in claim 1, further comprising awarding a highest prize...
- ...10 wherein said means for evaluating includes means for evaluating each said hand as a **poker** hand.
 - 16. Apparatus as claimed in claim 10, further comprising means for awarding a highest...

20/3,K/8 (Item 8 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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00988000

Computer implemented game process

Rechnerimplementiertes Spielverfahren

Procede de jeu implemente par ordinateur

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PATENT (CC, No, Kind, Date): EP 893147 A2 990127 (Basic)

EP 893147 A3 991117

APPLICATION (CC, No, Date): EP 98113910 980724;

PRIORITY (CC, No, Date): US 900965 970725

DESIGNATED STATES: BE; DE; ES; FR; GB; GR; IT; NL; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

RELATED DIVISIONAL NUMBER(S) - PN (AN):

(EP 2003029413)

(EP 2003029414)

(EP 2003029415)

(EP 2003029444)

(EP 2003029445)

(EP 2003029446)

(EP 2003029447)

INTERNATIONAL PATENT CLASS: **A63F-003/00**

ABSTRACT WORD COUNT: 153

NOTE:

Figure number on first page: NONE

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

| Available Text | Language | Update | Word Count |
|------------------------------------|-----------|--------|------------|
| CLAIMS A | (English) | 9904 | 1068 |
| SPEC A | (English) | 9904 | 7513 |
| Total word count - document A | | | 8581 |
| Total word count - document B | | | 0 |
| Total word count - documents A + B | | | 8581 |

INTERNATIONAL PATENT CLASS: **A63F-003/00**

...ABSTRACT that are held are duplicated from the first row into all of the other rows. **Replacement** cards for the non-selected cards are dealt into the first row. Additional cards are...

...all of the other rows so that each row is a five card hand. The **poker** hand ranking of each five card hand by row is determined. The player is then paid for any winning **poker** hands based on a pay table and the amount of the player's wager.

...SPECIFICATION This application is a Continuation-in-Part of Application Serial No. 08/495,952, entitled "**Poker** -Style Card Game", filed June 28, 1995, now U.S. Patent No. 5,531,448, and is also a Continuation-in-Part of Application Serial No. 60/019,879, entitled "**Electronic Video Poker Games**", filed June 17, 1996, now pending and is also a

Continuation-in-Part of Application Serial No. 08/755,174, entitled "**Electronic Video Poker Games**", filed November 25, 1966, now pending.

Background of the Invention

This invention relates primarily to **electronic video poker** games, and more particularly to **electronic video poker** games that are based on **poker** hand rankings and allow the player to discard and **replace** unwanted cards with **replacement** cards. The present invention has many versions with the common thread being that the player is shown possible **replacement** cards face up at the time the player must make his decision as to which...

...that are hold are duplicated from the first row into all of the other rows. **Replacement** cards for the non-selected cards are dealt into the first row. Additional cards are...

...all of the other rows so that each row is a five card hand. The **poker** hand ranking of each five card hand by row is determined. The player is then paid for any winning **poker** hands based on a pay, table and the amount of the player's wager.

Brief...

...a result that could occur during the play of the game.

Figure 3 shows a **modification** to the method of play of Version #1.

Figure 4 shows the screen display for...

...Figure 5 shows the screen display for Version #2A after the player has selected a **replacement** card from the bottom row.

Figure 6 shows the screen display for Version #2A after the player has received a **replacement** card from the top row.

Figure 7 shows the screen display for Version #2B after...

...player has selected the cards he wishes to hold from the top row and a **replacement** card has been dealt to the top row.

Figure 16 shows the screen display for...

...card hands.

Detailed Description of the Preferred Embodiments

The present invention includes a variety of **electronic video poker** games. Each **electronic video poker** game is designed to be played by having the hands displayed on a **video** screen to a player. By manipulating the buttons on the gaming device or by using...

...one location to another on the screen display and which cards he wishes to discard. **Replacement** cards are then displayed for the discarded cards and the outcome of the play of the hand is determined.

Version #1-- Super **Poker** I

Version #1 of the invention is a **poker** -type game in which two horizontal rows of five cards each are displayed on a **video** screen. Figure 1 shows the screen display for this game at the point in which...

...hands are dealt to the player. The first hand 20 is a five card stud **poker** hand dealt face down. The second hand 40 is a five card draw **poker** hand dealt face up. In the preferred embodiment of the present invention, the second hand...

...preferred embodiment of the present invention, the player makes two wagers -- one for the stud **poker** hand and one for the draw **poker** hand.

As an example, Figure 1 shows the first hand 20 comprising five cards 21...

...44 and the Three of Clubs 45.

The player first plays the five card draw **poker** hand. The player selects which of the five cards he wishes to discard and **replacement** cards for the discarded cards come from the stud **poker** hand. In the preferred embodiment of the present invention, the **replacement** cards are selected by using the card from the first hand 20 that is vertically aligned with the discarded card.

...draw into a Royal Flush in Spades. The cards that the player would receive as **replacement** cards for his discard are card 24 and card 25 from the first hand 20.

Electronically card 44 would be removed from the screen and card 24 would be reproduced at...

...in Figure 2. Any cards from the first hand 20 that are also used as **replacement** cards in the second hand 40 are therefore displayed twice on the screen display.

Following...

...Assuming the player discarded the Four of Hearts 44 from the second hand 40, the **replacement** card for card 44 is card 24 (since card 24 is vertically aligned with card 44).

...assuming the player discarded the Three of Clubs 45 from the second hand 40, the **replacement** card for card 45 is card 25 (since card 25 is vertically aligned with card 45).

...25 is turned up.

Thus, the draw hand 40 resulted in a hand having a **poker** rank of a Royal Flush in Spades. Likewise, when the first hand 20 is turned face up, it resulted in a hand having a **poker** rank of Four Jacks. The Queen of Spades 24 and Jack of Spades 25 are...

...amount of his wager on each hand according the payout schedule which is based on **poker** hand rankings as in conventional **video** or **electronic poker** machines.

Suitable payout schedules are used for both the stud hand and the draw **poker** hand. The payouts can be fixed or flat jackpot amounts being multiples of the amount...

...first progressive jackpot amount can be provided for achieving a Royal Flush in the stud **poker** hand 20 and a second progressive jackpot amount can be provided for achieving a Royal Flush in the draw **poker** hand 40.

The above-described method of play can be modified in that any cards from the first hand 20 that are used as **replacement** cards in the second hand would themselves be **replaced** by new cards from the original deck of fifty-two cards. For example, Figure 3 shows this **modification**. After discarding from the second hand 40, the Queen of Spades 24 and the Jack of Spades 25 are...

...the first hand 20 to their corresponding vertically aligned locations in the second hand 40. **Replacement** cards are dealt from the original fifty-two card deck resulting in the Six of Spades and the Six of Clubs.

...The resulting hands in this example are a Royal Flush in Spades in the first hand 20 and a Royal Flush in Spades in the second hand 40.

draw **poker** hand 40 and a Full House in the stud **poker** hand 20.

This version may also be modified with the use of certain optional features. These features may apply as an option to standard five card **video poker**, as well. One optional feature is a "Double Down" feature in which the player may...

...the initial deal. For example, if a player is dealt one pair in the draw **poker** hand 40, the player may exercise the option of doubling the amount of his initial...

...contain the pair of 7's. The initial fifth card would be discarded. The three **replacement** cards that are now needed to complete each draw hand come from the stud hand...

...hand. An additional wager would be required for the additional draw hand.

Version #2 -- Super **Poker** II (Super Slot **Poker**)

Version #2 of the present invention is a **poker**-type card game in which three horizontal rows of cards are displayed to the player. This version has a number of **variations** which will be explained as follows:

Version #2A. This version of the present invention uses...shown in Figure 4, the cards in the bottom row 120 are the Five of **Diamonds** 121, the Eight of Hearts 122, the Ace of Clubs 123, the King of Spades...

...cards are dealt. Five cards 131, 132, 133, 134 and 135 are displayed on the **video** screen face down and are vertically aligned with the corresponding cards in the center row...

...of the method of play is for the player to attempt to achieve a winning **poker** hand combination on the five cards in the center row draw hand 110. After the...

...whether he wishes to discard up to five cards in the center row 110 and **replace** the discarded cards, if any, with an exposed card from the bottom row 120. Only cards that are vertically aligned made be used as **replacement** cards for cards discarded from the center row 110. In the example shown in Figure...

...the player would discard the Six of Clubs 114 from the center row 110 and **replace** this card with the corresponding vertically aligned card, the King of Spades 124 from the...

...achieving a Royal Flush in the center row 110.

The player effects this discarding and **replacement** by manipulating buttons on the gaming device or be using touch screen technology to touch ...

...any one or more of the face up cards from the bottom row 120 as **replacement** cards for center row 110 cards, the player determines if he wishes to use any one or more of the face **down** cards from the top row 130 as **replacement** cards for center row 110 cards. Again by either pressing buttons or using touch screen technology, the player selects which center row 110 cards are to be discarded and **replaced** by top row 130 cards. Again, only vertically aligned corresponding top row 130 cards can be selected as **replacement** cards for those cards to be discarded from the center row 110.

Figure 6 shows in the example that the player has determined to **replace** the Four of Hearts 115 from the center row 110 with the corresponding top row...

...120 and the top row card 135 is moved to the center row 110 to **replace** the Four of Hearts. The top row card may itself be **replaced** by a duplicate of itself or a new face **down card**. This would allow the player to make a separate bet on the face down stud...

...except that any face up cards that were moved into the top row would be **replaced** by new cards when the player presses the "Deal" button.

When the player has completed **replacing** center row cards with either top or bottom cards and has selected his final five...

...arrangement for the center row 110, the player presses the "deal" button and all face **down cards** are turned face up. If the five cards in the center row 110 achieve a...

...amount based on the amount of his wager according to a pay table based on **poker** hand rankings.

In the example, if the face **down card** 135 when turned face up is the Queen of Spades, the center row 110 cards...face up and the top row 160 is dealt face down. The two face up **replacement** cards at each end of the bottom row 150 are eliminated as shown in Figure 7. Thus the player only has three face up **replacement** cards in the bottom row 150 and the player will have fewer options for **replacement** cards in this version.

Version #2C: Again, this version plays the same as Version #2A...

...only three cards all dealt face up. After the player has made his selections regarding **replacement cards**, the face **down cards** 171 and 175 in the center row 170 are then revealed. There are no **replacement** cards for the two end cards 171 and 175 of the center row 170.

Version...

...also has only three cards, all dealt face up. After the player has chosen the **replacement** cards, the two face **down end cards** 171 and 175 are revealed. There are no **replacement** cards for the two ends cards 211 and 215 of the center row 210. This...

...the top row 260 has only four cards, all dealt face down. There is no **replacement** card for the fifth center row card 245.

Version #2F: This version also plays the...

...the top row 290 has only four cards, all dealt face down. There is no **replacement** card for the fifth center row card 275. This version gives the player less options for the **replacement** of cards.

Version #2G: This version is somewhat similar to Version #2A, but is more...

...bottom row 320 and the top row 330 are dealt face down. Also, a face **down card** 311A, 312A, 313A, 314A and 315A is dealt underneath each of the respective face up...

...row 330 and bottom row 320.

After the player is satisfied with his selection of **replacement** cards, the player presses the "deal" button and the two face **down cards** 324 and 325 in bottom row 320 are revealed. Similarly, the two face **down cards** 334 and 335 in top row 330 are revealed. The two unheld cards 314 and 315 in the center row 310 are **replaced** with the face **down cards** underneath them, cards 314A and 315A, and these two cards 314A and 315A are also...

...row is treated as a separate hand for payout purposes. Each row is

evaluated for **poker** hand ranking and the player is paid based on the amount of his wager on each row depending on the **poker** hand ranking achieved for that row.

Thus, the player has effectively played three hands at...

...player holds less than five cards from the center row, each hand will have different **replacement** cards so that player has the possibility ...Version #2G in that the player can play three hands at once, except for a **modification** to the manner in which the cards are dealt to the display screen. Figure 14...

...rows can be the face up cards with the other two rows being the face down cards. Another alternative would have all three hands dealt face up with each hand having the...

...in Figure 14, the cards dealt to the top row 410 are the Four of **Diamonds** 411, the Six of Spades 412, the Six of Hearts 413, the Queen of Spades...

...the "draw" button, the cards to be discarded are removed from the screen display and **replacement** cards are dealt for the discarded cards to complete each of the three hands. With regard to the hand in the top row 410, a **replacement** card is dealt for card 411 which was discarded by the player. As shown in...

...center row 420, the last card 421 added to this hand is the Six of **Diamonds** giving the hand in the center row 420 a final hand ranking of a Full...

...row is treated as a separate hand for payout purposes. Each row is evaluated for **poker** hand ranking and the player is paid based on the amount of his wager on each row depending on the **poker** hand ranking achieved for that row. A suitable pay table is provided as is conventional for **electronic video poker** games with the amount of the player's winnings being based on the **poker** hand ranking achieved and the amount wagered by the player on each hand.

In the...fifty-two card deck. In this alternative, each of the three rows will receive different **replacement** cards from the deck for those cards that are discarded. For example, if a player holds less than five cards from the top row 410, each hand will receive different **replacement** cards so that player has the possibility of achieving various winning combinations.

In either the...

...methods of the present invention to be applied to any of the various wild card **video poker** games that are known in the art, such as Deuces Wild or Joker's Wild...

...player can receive a large fixed or progressive payout if the player achieves the same **poker** hand in each of the three rows (horizontal bar) such as a Royal Flush in...

...select the cards initially dealt that would be used in each of the two rows. **Replacement** cards would be provided to complete the hands in each of the two rows and...

...order to show four or more rows of cards at the same time on a **video** screen display, a larger **video** monitor may be required.

In order to adopt this alternative of four or more rows of cards to the smaller **video** monitors often used in **video poker** gaming machines, the display of the play of this method can be modified. The player...

...would select which of five cards, if any, the player wishes to hold and then **replacement** cards would be dealt for the discarded cards. The winning or losing outcome of this...

...cards held by the player from the first hand would then be redisplayed on the **video** screen and additional cards would be dealt to complete the player's second hand. Again...

...cards removed therefrom so as to eliminate the possibility of duplicated cards being dealt as **replacement** cards). Alternatively, a single deck of cards can be used as the source for both...

...row. After the player has completed this selection, the player presses the "deal" button and **replacement** cards are dealt and displayed. Each row is then determined for **poker** hand ranking and the player wins according to the pay table based on the amount player knows which cards from the deck will not be available as **replacement** cards on the draw.

One **modification** to these versions involves the addition of bonus round which the player earns based on...

...dealt five cards at random from the deck. Each card is initially displayed on the **video** screen face down and are turned over one at a time. The player is paid...

...the bonus round may require the player to make an additional wager to participate.

Other **modifications** may be made to the method of play of these versions which differ only in...

...two, four or five rows on five card-each. An example of one of these **modifications** would be Version #2J.

Version #2J. This version is played similar to either Version #2G or Version #2H, except that there are two additional rows of face **down cards**. Thus, there are a total of five rows of cards with only the center row...

...deal. As in Version #2G, the center row also has an underlying row of face **down cards** on the initial deal.

The play of this version is essentially the same as Version #2G except that the player is now effectively playing five hands of **video poker** at the same time instead of only three hands at a time as in Version...

...method of play of this Version #2J also creates additional five card stud hands of **replacement** cards in each of the vertical columns. Special payouts or progressive or non-progressive jackpots...

...invention may also be extended to other known casino games such as CARIBBEAN STUD(R) **poker**, LET IT RIDE(R) or Texas Hold 'Em. Each of these known casino games could...

...bet on the outcome of the dealer's hand.

For example, in CARIBBEAN STUD(R) **poker**, a player would be allowed to make an additional wager on the composition of the...

...R), a bonus hand for the dealer would be created by dealing three extra face **down cards** on the table layout adjacent to the two **common cards** used in this game. In addition to making the normal wager on his own hand...

...a separate wager on the composition of these three extra cards along

with the two **common cards** . This separate wager would pay in accordance with a separate pay table and would allow...

...As applied to Texas Hold 'Em, the player would make a separate wager on the **poker** hand value of the five **community cards** themselves. This could be played either with or without an additional progressive or non-progressive...

...combinations that are designated and the hold percentage desired.

Combined Twenty-One Game and Stud **Poker** Game

Another **variation** of the present invention involves combining the play of a conventional Twenty-One game with a Stud **Poker** game. In order to play this combined game, a player makes two wagers -- a first...

...in the conventional Twenty-One game and a second wager to participate in the Stud **Poker** game.

Version A.

After the two initial wagers are made, the dealer deals two cards...

...the dealer pays all winning player hands and collects all losing player hands.

The Stud **Poker** game is then conducted. The player's hand is discarded and only the cards from...are used and evaluated as to the combination that these five cards create using conventional **poker** hand rankings.

If the dealer has less than five cards after the play of his...

...five cards are used.

The player is paid on his second wager for the Stud **Poker** game based on a payout schedule similar to the payout schedules used in **video poker** .

Version B.

This version of the invention is similar to Version A except that the ...

...from the player's hand are not discarded but are used to form a Stud **Poker** hand.

After the player makes the two initial wagers to be eligible for both the Twenty-One game and the Stud **Poker** game, the dealer deals two cards to the player and two cards to the dealer...

...the dealer pays all winning player hands and collects all losing player hands.

The Stud **Poker** game is then conducted. The player's hand is used to create a five card Stud **Poker** hand. If the player has five cards after the play of his hand during the...

...are used and evaluated as to the combination that these five cards create using conventional **poker** hand rankings.

If the player has less than five cards after the play of his...

...five cards are used.

The player is paid on his second wager for the Stud **Poker** game based on a payout schedule similar to the payout schedules used in **video poker** . A representative payout table, based on dealing cards from a shoe of six decks is...

...several specific embodiments thereof, these embodiments should be

considered as illustrative rather than limiting. Various **modifications** and additions may be made and will be apparent to those skilled in the art...

- ...CLAIMS the first hand the face up cards that were not selected to be held and **replacing** each of those cards with a face up card;
 - f) controlling said display device to...
 - ...to have at least five cards by dealing additional face up cards;
 - h) determining the **poker** hand ranking of the resulting cards of the first hand, the second hand and the...
 - ...of the first wager if the resulting cards of the first hand comprise a predetermined **poker** hand ranking;
 - c) enabling the payment of a preestablished amount to the player based on...
 - ...of the second wager if the resulting cards of the second hand comprise a predetermined **poker** hand ranking; and
 - d) enabling the payment of a preestablished amount to the player based on...
 - ...of the third wager if the resulting cards of the third hand comprise a predetermined **poker** hand ranking.
3. A computer implemented game process comprising:
- a) controlling a display device to...
- ...the first hand the face up cards that were not selected to be held and **replacing** each of those cards with a face up card;
 - e) controlling said display device to...
- ...up cards to each of the second hand and any additional hands;
 - f) determining the **poker** hand ranking of the resulting cards of the first hand, the second hand and any...
- ...of the first wager if the resulting cards of the first hand comprise a predetermined **poker** hand ranking;
 - c) enabling the payment of a preestablished amount to the player based on...
- ...of the second wager if the resulting cards of the second hand comprise a predetermined **poker** hand ranking; and
 - d) enabling the payment of a preestablished amount to the player based on...
- ...if any, if the resulting cards of any of the additional hands comprise a predetermined **poker** hand ranking.
5. The method of claim 3 including the steps of:
- a) enabling the...
- ...player has made, controlling said display device to simulate dealing additional sets of face up **replacement** cards to the player's held cards creating additional five card **poker** hands;
 - c) enabling the payment of a preestablished amount to the player based on the...
- ...of each wager if the resulting parts of any of the hands comprise a predetermined **poker** hand ranking.
6. A computer implemented game process comprising:
- a) controlling a display device to...

...the first hand the face up cards that were not selected to be held and
 replacing each of those cards with a face up card;
d) controlling said display device to...

...five cards by dealing additional face up cards to the second hand;
f) determining the **poker** hand ranking of the resulting cards of the
 first hand and the second hand.

7...

...to the first wager if the resulting cards of the first hand comprise a
 predetermined **poker** hand ranking; and

c) enabling the payment of a preestablished amount to the player based
 ...of the second wager if the resulting cards of the second hand
 comprise a predetermined **poker** hand ranking.

8. The method of claim 6 including the steps of:

a) enabling the...

...player has made, controlling said display device to simulate dealing
 additional sets of face up **replacement** cards to the player's held
 cards creating additional five card **poker** hands;

c) enabling the payment of a preestablished amount to the player based
 on the...

...of each wager if the resulting cards of any of the hands comprise a
 predetermined **poker** hand ranking.

20/3,K/17 (Item 17 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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APPLICANT

01020155 **Image available**

METHOD AND APPARATUS TO PLAY CARD GAME

PROCEDE ET APPAREIL POUR JOUER A DES JEUX DE CARTES

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200349825 A1 20030619 (WO 0349825)

Application: WO 2002US35853 20021107 (PCT/WO US0235853)

Priority Application: US 200115314 20011211; US 2002211063 20020802

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU
CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP
KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO
RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW
(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR
(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 5086

Main International Patent Class: **A63F-009/20**

International Patent Class: **A63F-001/00**

Fulltext Availability:

Detailed Description

Claims

English Abstract

This invention is a method and apparatus to play multi-handed **poker** games. In embodiment, four hands A. B. C. and D are displayed. Hand A consists...

...B and D could also be displayed simultaneously. In some embodiments, the cards can be **exchanged** from one hand to another. In another embodiment, the **diamond** or **diamonds** (multiple hands) have one **card** in each **corner** and the fifth card in the center of the **diamond**, which can be linked so that **corner cards** are common to one or more adjacent hands.

French Abstract

L'invention porte sur un procede et un appareil pour jouer au **poker** a plusieurs. Dans une execution on a quatre donnees: A, B, C et D. La...

Detailed Description

... patent relates to methods and apparatus to play innovative card games that can be played **electronically**, like **video poker**, or can be played using traditional cards, and is related to pending U.S. patent applications 10/015,314 and 10/211,063.

It relates to poker games that can be played on **electronic** devices of the sort typically used in casinos. The game can also be played over the internet, on hand held **video** games, or on personal computers. In short,

the patent covers playing cards games on any sort of **electronic** device, and it covers transmitting **electronic** signals that represent the game from any type of **electronic** device to another to any another **electronic** device.

As described in more detail below, one embodiment of this game allows a player to play multiple hands simultaneously and permits him to **exchange** cards from other hands to improve his odds of winning.

In another embodiment of the game, cards are dealt in a **diamond** pattern with five cards on a side and corner **cards** **common** to adjacent **hands**. The cards are all dealt face up, and the player is given an opportunity to select hold cards. The non-held cards are **replaced** and the ... resulting hands are compared to a pay table.

In another embodiment of the game, the **diamond** pattern is created with seven cards on a side, and the corner **cards** are **common** to adjacent **hands**. In this embodiment, some or all of the cards can be dealt face up. The player can then **swap** cards from one hand into another. The resulting hands are then compared to a pay...horizontal and vertical five-card hand in combination with the corner cards.

In another embodiment, **diamond** -shaped hands are made of five cards, four corner cards and a center card. A number of these **diamonds** can be linked together with the **corner cards** from one hand also being the corner cards of an adjacent hand, or of adjacent hands.

I
quarters for four hands.

In one embodiment cards are dealt in a **diamond** shape (although other shapes could be used e.g., a two-sided figure, **triangle**, square, **pentagon** and **octagon**). In the **diamondshaped** embodiment, for example, each side of the **diamond** has five cards. The corner cards are used in the adjacent hands. One way to...

...game is to deal all three interior cards face up and leave the four corner **cards** face **down**. The player could then decide to **swap** cards from another hand. After the **exchange**, the corner cards could be displayed, and the player paid according to a paytable.

To...

...up the game, pairs and three of a kind could be highlighted to suggest possible **swap** combinations to players. Similarly, possible flushes and straights could be highlighted to assist the player

BACKGROUND

There are a number of **video poker** games involving multiple hands (see e.g., U.S.

Patent Nos. 5,882,260, 5,823,873 and 6,007,066), but none of these games allows the player to **exchange** cards from one hand to another hand. An innovation of this patent requires the player to consider entirely different strategies because the **exchange** could improve one hand at the expense of another **hand**. Also, the **shared** corner **cards** add another dimension because a player may hope to get a certain card (a heart...the adjacent hand or destroy it.

Additionally, certain card games, like hearts, permit players to **exchange** cards, but these games differ from this invention because the cards are **exchanged** between different players, and the players do not know the entire effect of the **exchange**.

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BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 A shows an embodiment of the game where cards are dealt in a five card per hand **diamond** pattern with the corner **cards** face **down**.

Figure 1B shows the same pattern of cards with all cards dealt face up.

Figure 2 shows an embodiment of the four-handed **diamond** pattern game with a center card.

Figure 3 shows an embodiment of the game where corner cards are **exchanged**.

Figures 4A and 4B are two-handed versions of the game with **common** corner **cards**.

Figure 4C is a combination of two two-handed games displayed horizontally.

Figure 4D is a four-handed game with **common** **cards** **shared** by all four hands.

Figure 4E is a two handed game that allows **exchanges** between a three card hand and a five card hand.

Figure 5 shows a diagram...used to play the game.

Figure 6 shows an embodiment of the game where a **six - sided** figure is used.

Figure 7 shows an embodiment of the game where a **five - sided** figure is used.

Figure 8 shows the seven card per side **diamond** pattern **poker** game.

Figure 9 shows the five card per side **diamond** pattern game with an internal cross of five cards horizontally and vertically.

Figure 10 shows an embodiment of the game with interlocking five-card, **diamond** -shaped hands.

Figure 11 shows interlocking **diamonds** made up of five-card hands.

3

Appendix ...shown in the figure.

In this example, the player would then have the option to **exchange** cards from among any of the four hands in the **diamond**. The player could **exchange** cards 1-20 and 1-100 giving him at least a pair of jacks in...

...be revealed and the resulting hands would be compared to the paytable.

The player could **exchange** cards 1- 1 40 and 1- 1 60 and have at least a pair of by **exchanging** cards 1-60 with 1 The result would be at least three 7's in...have found the most enjoyable way to play the game is to

deal the corner **cards** face **down** (i.e., 1-1, 1-40, 1-80 and 1-120) and the three internal...
...10, 1-20, 1-30). In the preferred embodiment, the player is then permitted to **swap** a total of three

4

pairs of cards. This can be accomplished selecting each of...is then highlighted, then moving the cursor to the other card the player wants to **swap**. After the second card is selected, the two cards **exchange** positions, giving the player two different, and hopefully better hands. Limiting the number of these **swaps** to three is not necessary, but is sufficient to improve all four hands without unduly prolonging playing time.

In a commercial embodiment, **swapping** probably would be done with a touch screen. It is also possible for the computer to suggest to the player which cards should be **swapped** to speed-up play of the game or to perform the **swaps** automatically for the player.

Similarly, it is possible to highlight **common cards** of the same rank (e.g., a pair of aces or three sevens) appearing in different hands to suggest to the player which cards should be **exchanged**.

In one embodiment, game could require the player to pay for each **swap**, or to pay for **swaps** above a preset number.

Figure 1B also shows a five-card **diamond** pattern game that can be played without **swapping**. In this embodiment, all cards are dealt face up. The player then decides which cards to hold. The non-held cards are **replaced** with new **cards**. In a **related** embodiment, it would be possible to return discarded cards to the deck for shuffling prior to dealing out the **replacement** cards in the player's hands. If this version were used, the player could receive...

...of the same cards that had already been displayed and had not been 20 held.

Diamond shapes are shown as the preferred embodiment, but other figures can also be used. As discussed above, two-line (i.e., two hand) games can be played where the end **cards** are **common** to the three-interior cards for each game. **Triangles**, squares and **pentagons**, etc. are also contemplated by this invention. Obviously, the display of this game could be rotated 45 degrees so that the shape is a square rather than a **diamond** without departing from the spirit

5

of the invention. Furthermore, the cards do not have...paid if a royal flush were dealt in one of the hands without requiring any **exchanges**.

Figure 2 describes another embodiment of this game. There are four hands A, B, I...used as a bonus or wild card. The center card could also be used to **exchange** with a card in one of the hands.

Another embodiment would enable the player to **exchange** corner cards (see Figure 3). This could happen if all the corner cards were dealt face up or the **exchange** could take place after the corner cards were revealed. The ...same as that in Figure 1A after cards 1-20 and 1-100 have been **exchanged**. By **exchanging** corner cards 3-120 and 3-40, the player could obtain three jacks in Hand A.

Another embodiment would require the player to pay for each **exchange** . In one example of this embodiment, the player would pay two betting units (e.g., chips) and would be permitted two **exchanges** . For each additional payment, the player would be entitled to additional **exchanges** .

Obviously, the orientation of the hands could be rotated so that instead of a **diamond** , a square could be used, and instead of vertical hands as shown in Figure 4A...

...Figures 4C and 4I), two sets of horizontal games could be played, either with end **cards common** to all **hands** or to a pair of hands.

Figures 4A, and 4B show a two-sided close figure with **common** end **cards** that could allow **swaps** between hands. In one embodiment the internal three cards would be dealt face up, and the end cards would be dealt face down. The player would be allowed to **exchange** cards from one hand to the other. After the **exchanges** were complete, the end cards would be revealed and the hands compared to the pay table. The game could also be played as draw game that would allow holding and **replacing** instead of **swaps** . Another embodiment allows all cards to be dealt face up and permits **exchanges** . Figure 4B shows a horizontal version of the game.

Figures 4C and 4D shows two, two-hand games stacked one on top of the other with **shared** end **cards** . In one ...embodiment of this game, the internal three cards of all four hands player was finished **swapping** cards, the end cards would be revealed and the resulting hand permitted only between pairs of **hands** that **shared common** end **cards** , or the game could be played as a draw **poker** game. Also, the player could be required to pay for his hands. Two betting units...

...the interior cards from one pair of hand are dealt face up and the end **cards** face **down** . In the other pair of ...hands the reverse would be true. The end cards are face up and the interior **cards** are face **down** .

Figure 4D is an embodiment where four hands are dealt and the end **cards** are **common** to all four hands. This game could be played as described above. One version is to deal the three internal cards face up and allow the player to **swap** cards. After the player is finished with the **swaps** , the end cards would be revealed, and the hands would then be compared to the...five cards, the other is a three card hand. In this embodiment, there are no **common** end **cards** . In one embodiment, the cards are dealt face up and the player is allowed to **exchange** cards between hands. Each hand As shown in Figure 5, to implement, this game a **video poker** machine could be fitted with a rotatable knob and that controlled an elongated **rectangle** shape on the **video** screen.

The **rectangle** shape would cover the cards to be **exchanged** . When the cards to be **exchanged** are covered with the **rectangle** , the player would push a button that would effectuate the change.

Alternatively, the shape could cover each card to be **exchanged** separately and sequentially during the card selection process. Another way to implement the card **exchange** is with a touch screen. In this version, the player would touch the cards he wanted to **exchange** , and could then push another button and the **exchange** would be effected.

As the technology improves, voice commands could also be used to control ...

...played with 6, 8 or 10 sided figures. Figure 6 shows an embodiment with

a **six - sided** figure and shows how opposing cards could be **exchanged**

Figure 7 shows how the game could be played with a **pentagon** .

Of course, as the number of hands is increased more than one deck can be ...

...For example, one bet could be required to start. Another bet could be required to **exchange** the cards.

Alternatively, one coin could be required for each **exchange** . Another bet could be required to reveal the face **down cards** . And, another bet could be required to **exchange** the corner cards.

8

Figure 8 shows a seven-card version of the game. The game can be played with **swapping** or it can be played with hold cards and re-dealing. The bonus games can...

...cards on the screen, we have found it somewhat less confusing to deal the corner **cards** face **down** and the center-side **cards** face **down** (e.g., 8-240).

However, this game is very flexible and any number of cards can be dealt face up or down, and the number of **swaps** can vary.

Figure 9 shows another **variation** of the game where each side of the **diamond** is composed of five cards. Each side is a separate hand and the horizontal line 480,9-490a and 9-510) could form another hand.

Diamonds could be linked together, similar to what is shown in Figure 10, to create additional...

...another embodiment, shown in Figure 11, a five-card hand is dealt in a **diamond** pattern with one card in each corner and a center card. The player can choose how many **diamond** hands will be dealt. For example, the player could buy one hand for each coin (or betting unit) deposited. For this and all other embodiments, in machines that use **electronic** cards instead of coins, the player could be charged for each hand. Obviously, another form of currency could **substitute** for coins.

In this embodiment, shown in Figure 11, if the player paid for... determine winnings. Alternatively, the player could select hold cards and have the non-held cards **replaced** . In another alternative, the hands could be compared to a dealt hand rather than a...

Claim

1 A **poker** game where each hand forms the side of a closed figure and the corner **cards** are **common** to the adjacent hands.

2 The game of claim 1 where cards are dealt in a **four - sided diamond** -shaped pattern. 3 . The game of claim 1 where the cards are dealt in a **diamond** pattern and cards and the player is permitted to **exchange** cards between hands.

4 The game of claim 1 where a bonus is awarded depending on more closed figures are interlinked.

6 A **poker** game where the cards are dealt in a **diamond** pattern, where

the
comer **cards** are **common** to adjacent **hands** and each hand is made up
of three interior cards that are dealt face up and two comer cards that
are dealt face down, the player is permitted to **exchange** the interior
cards, after the **exchange** the comer cards are revealed and the
resulting hands are compared to a paytable.

7...

...6 where pairs and triples made up of interior cards are highlighted
before the card **exchange** .

8 ...a bonus payout is made based on the identity
of the end cards

9 A **poker** game where two or more hands are dealt and the player is
permitted to **swap** cards between hands.

10 The game of claim 9 where cards are displayed in horizontal rows and
the end **cards** are **common** to two or more hands.

11 The game of claim 9 where the cards are...face up and the end cards
are dealt face down, the player is permitted to **exchange** cards the
interior cards among hands, after the **exchange** the end cards are
revealed and the resulting hands are compared to a pay-table....

...The game of claim 9 where cards are displayed in vertical columns and
the end **cards** are **common** to two or more hands.

14 The game of claim 9 where the cards are...face up and the end cards
are dealt face down, the player is permitted to **exchange** cards the
interior cards among hands, after the **exchange** the end cards are
revealed and the resulting hands are compared to a pay-table.

15 An **electronic** device, which has one or more screens, that is
programmed to display card hands on the side of a closed figure where the
comer **cards** are **common** to adjacent **hands** and which enables users to
play a **poker** type card game.

16 The **electronic** device of claim 15 where hands are displayed in a
diamond pattern.

17 The **electronic** device of claim 15 where the hands are displayed in a
diamond pattern and the player is permitted to **exchange** cards between
hands.

18 The **electronic** device of claim 15 where a bonus is awarded depending
on the value of the card or cards in the comers.

19 The **electronic** device of claim 15 where the **diamond** figures are
interlinked.

20 The **electronic** device where the cards are displayed in a **diamond**
pattern where each hand is made up of three interior cards that are
dealt face up and two **corner cards**

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that are dealt face down, the player is permitted to **exchange** the
interior cards, after the **exchange** the comer cards are revealed and the
resulting hands are compared to a pay-table.

21 The **electronic** device of claim 20 where cards that make up pairs or
triples are highlighted before the card **exchange** .

22 The **electronic** device of claim 20 programmed so that a bonus payout is given to the player based on the identity of the **corner cards**.

23 An **electronic** device that displays cards where the hands are displayed in horizontal rows and the end **cards** are **common** to two or more hands.

24 An **electronic** device that displays cards where the hands are displayed in vertical columns and the end **cards** are **common** to two or more hands.

25 The **electronic** device with one or more **video** screen programmed to display two or more card hands and where the player is permitted to **exchange** cards between hands.

26 The **electronic** device of claim 25 where the hands are displayed in horizontal rows, each hand has face up and two end cards that are dealt face down.

27 The **electronic** device of claim 25 where the player is permitted to **exchange** cards between hands.

28 The **electronic** device of claim 25 where the end cards are revealed after the card **exchange** and the resulting hands are compared to a payable.

29 The **electronic** device of 25 where pairs and triples made up of interior cards are highlighted before the card **exchange**.

30 The **electronic** device of claim 25 where a bonus payout is awarded based on the identity of the end cards.

31 The **electronic** device ...composed of five cards and the other hand is composed of three cards.

13

. The **electronic** device of claim 25 where the number of hands displayed is based on the amount...

...of the figure.

34 The method of claim 33 where the player is permitted to **exchange** cards between hands.

35 The method of claim 33 where the player is permitted to...to play.

36 The method of claim 33 where the cards are displayed in a **diamond** pattern and the player is permitted to **exchange** cards between hands.

37 The method of claim 33 where each hand is made up...

...end cards.

38 A method of playing cards where the cards are dealt in a **diamond** shape where the interior cards are dealt face up and the corner cards are dealt face down.

39 The method of claim 38 where the player is permitted to **exchange** the interior cards, after the **exchange** the corner cards are revealed and the resulting hands are compared to a payable

40...

...method of playing cards where the cards are displayed in horizontal rows where the end **cards** are **common** to a pair of hands and where the player is permitted to **exchange** cards between hands.

42 A method of playing cards where the cards are displayed in vertical columns where the end **cards** are **common** to a pair of hands and where the player is permitted to **exchange** cards between hands.

14

. The method of claim 41 where the end **cards** are **common** to two or more hands.

44 The method of claim 41 where each hand is...
...up of three interior cards and two end cards and the player is permitted to **exchange** the interior cards, after the **exchange** the end cards are revealed and the resulting hands are compared to a payable.

45...41 where pairs and triples of cards are highlighted.

47 A method to play a **poker** type card game where cards are dealt in a **diamond** shape where one card is in each corner and the fifth card is in the center of the **diamond**.

48 The method of claim 47 where two or more **diamond** shapes are displayed on the screen.

49 The method of claim 47 where one or more cards from each **diamond** shape are common to another **diamond** shape.

50 The method of claim 47 where a bonus payment is made based on...a certain card or certain cards.

51 The method of claim 47 where when several **diamond** shapes are linked together and several **poker** hands can be played simultaneously.

52 The method of claim 47 where several **diamond** shapes are linked together and 13 cards are displayed forming at least five, five-card **diamond** shapes, a horizontal five-card hand and a vertical five-card hand.

53 A computer running all or part of a program such that a screen displays cards in a **diamond** pattern so that one card is in each corner and a fifth card is in the center of the **diamond**.

54 The computer of claim 53 where two or more **diamond** shapes are displayed on the screen.

15

. The computer of claim 53 where the screen displays one or more cards from each **diamond** shape that are common to another **diamond** shape.

56 The computer of claim 53 where a bonus payment is made based on...
...a certain card or certain cards.

57 The computer of claim 53 where when several **diamond** shapes are linked

together and several **poker** hands can be played simultaneously.

58 The computer of claim 53 where several **diamond** shapes are linked together and 13 cards are displayed on the screen forming at least five five card **diamond** shapes, a horizontal five card hand and a vertical five card hand.

59 The **poker** game of claim 1 where the corner cards can be **exchanged** .

60 A **poker** game of claim 1 where a **six - sided** shape is used.

61 The **poker** game of claim 1 where a center card is dealt that can be **exchanged** with one of the corner cards.

62 The **poker** game of claim 1 where a center card is dealt that is a wild card.

63 The **poker** game of claim 1 where an **eight - sided** shape is used.

64 The **poker** game of claim 1 where the player must pay for each card **exchange** .

20/3,K/18 (Item 18 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00990693 **Image available**

SYSTEM AND METHOD OF PLAYING A CARD GAME
SYSTEME ET PROCEDE POUR JEU DE CARTES

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200320382 A1 20030313 (WO 0320382)

Application: WO 2002US27237 20020826 (PCT/WO US0227237)

Priority Application: US 2001941967 20010828

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU

CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP

KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO

RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW

(EP) AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LU MC NL PT SE SK TR

(OA) BF BJ CF CG CI CM GA GN GQ GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZM ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 5226

Main International Patent Class: A63F-001/00

International Patent Class: A63F-009/20

Fulltext Availability:

Detailed Description

Claims

English Abstract

...payout associated with various combinations of cards in a typical hand
of five-card draw **poker**. The payout for bets on the five-card
combinations in the center column (32) included...

French Abstract

...32) affichent les gains associes a diverses combinaisons de cartes
dans une main typique du **poker** avec tirage de cinq cartes. La colonne
centrale (32), qui affiche les gains pour des...

Detailed Description

... which an original hand is evaluated as a composite of multiple hands.

Description of the **Related** Art

Most **card** games typically involve dealing each player an original hand
of cards. This original hand is...

...of the cards are considered together as a single hand.

For example, in a basic **poker** game, which is played ...of evaluating
all five cards in a player's hand remains the same.

A modified **poker** card game is described in U.S. patent number
5,882,260 where each player...

=(US)
2003/0042676

...two five-card hands that are placed on a playing surface and joined by an **intersecting card** to define a pattern. This method has the disadvantage of requiring each player to be...accordance with the rules of play. For example, in a game of five-card draw **poker**, a hand of five cards is dealt to a ...accordance with the rules of play. Ideally the method of card game play is implemented **electronically**, such as on an **electronic** gaming machine, a portable handheld device, a stand-alone game machine, a personal computer, and...method of card game play includes dealing an initial five-card hand to the player, **replacing** any cards discarded by the player at the player's option, and evaluating the hand...player with at least five cards; receiving an additional wager at the player's option; **replacing** cards ...card sub-combinations of a five-card hand; and

Figures 3-17 are illustrations of **electronic** screen displays showing in sequence the method of playing the card game in accordance with a five-card draw **poker** card game. However, it is to be understood that the system and method of the...

...of the cards.

In one embodiment of the invention, an enhancement to five-card draw **poker** is provided. The enhancement enables the playing of a sub-combination of cards within and...evident to one of ordinary skill.

Thus in playing a game of five-card draw **poker**, the method of the present invention includes dealing or providing to each player an original...of at least five cards, the player may, at the player's option, discard and **replace** any or all of the original at least five cards.

At this point, each player like as is well known in rules of playing five-card draw **poker**.

Because there are many **variations** of **poker**, the original hand of five cards is evaluated in accordance with the rules of the...play.

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Referring next to Figure 3, illustrated therein is a representative example of an **electronic** version of the method of playing the game formed in accordance with the system of the present invention. This **electronic** version may be played on a personal computer, **electronic** game machine, portable handheld device, or other **electronic** device that ...payout associated with various combinations of cards in a typical hand of five-card draw **poker**. In this embodiment of the invention, the payout for bets on the five-card combinations...include an "EXIT" button 40 to the right of the PAID window 38. In the **electronic** version of the system, clicking on this button exits from the game. A "BET 1...1 5 5, the multi-function button is labeled "DRAW," and when clicked it initiates **replacing** of cards not held by the player, as described in more detail herein below.

...the player to be held. The player then clicks on the "DRAW" button 46 to **replace** the cards not held.

When the DRAW button 46 is clicked, the non-held cards are **replaced**, as shown in Figure 7. The final hand is evaluated as a five-card hand...changes the button text to read "Hold." Clicking on the DRAW button 46 results in **replacement** of the non-held cards, in this case a 6 of **diamonds** and a 5 of Spades, with a 6 of

Clubs and a 3 of Hearts. ...or Better" in the right column 30.

Pressing the DRAW button 46 results in the **replacement** of the non-held cards, the 3 of Hearts and the Ace of Spades, with...five-card hand shows an Ace of Spades, a 9 of Spades, an Ace of **Diamonds**, a 4 of Spades, and a 3 of **Diamonds**, resulting in "Jacks or Better" in the left column 28 and the center column 32 the DRAW button 46 is clicked to **replace** the other three non-held cards, which is shown in Figure 16. The three cards are **replaced** with a 9 of **Diamonds**, a 10 of Spades, and a 3 of Spades. This yields no better combinations than...

...system and method of the present invention has been described in the context of an **electronic** gaming machine as a preferred embodiment, the game may also be implemented as a table game. Multiple players seated around a table are dealt **cards** face **down** and play proceeds as described above with respect to Figures 3-17 in the **electronic** version. Because of the limited number of cards in a single deck, and the possibility of that a player could discard the original five cards and receive five **replacement** cards, the number of players will of necessity have to be limited to five or...

...although specific embodiments of the invention have been described herein for purposes of illustration, various **modifications** may be made

Claim

... rules of play,
the method comprising:
dealing an initial five-card hand to a player;
replacing any cards discarded by the player;
evaluating the five-card hand as a five-card...player with at least five cards;
receiving an additional wager at the player's option;
replacing any cards of the player's at least five cards as selected by the
player...cards having four cards and a second subcombination of cards
having four cards.

19 An **electronic** system for playing a modified **poker** game for at least one player, the modified **poker** game having rules of play, the system comprising:
a computer configured to display at least at least five cards in accordance with the rules of play.

20 An **electronic** game system for playing a card game, the card game having rules of play, the...

...the playing faces of at least five cards to the player on a display device; **replacing** cards selected by the player to be **replaced** from the player's at least five cards at the player's option; and
evaluating...

20/3,K/28 (Item 28 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00843438 **Image available**

PLAYING CARDS AND METHODS OF PLAY THEREWITH
CARTES A JOUER ET LEUR REGLE DE JEU

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200176705 A1 20011018 (WO 0176705)
Application: WO 2001US10992 20010405 (PCT/WO US0110992)
Priority Application: US 2000195600 20000406

Designated States: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ

DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ

LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG

SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Publication Language: English

Filing Language: English

Fulltext Word Count: 4424

Main International Patent Class: **A63F-003/00**

Fulltext Availability:

Detailed Description

English Abstract

...cards and played by combining the rules of tic-tac-toe and twenty-one or **poker**. The player places the cards (10) at certain locations in order to accumulate combinations of twenty-one or in order to accumulate the best **poker** hands. Also disclosed are novel decks of game playing cards containing playing cards (22) and...

French Abstract

...on joue en combinant les regles du morpion et du vingt-et-un ou du **poker**. Le joueur place les cartes (10) a certains endroits afin de totaliser des combinaisons de vingt-et-un ou d'obtenir les meilleurs mains de **poker**. L'invention concerne egalement de nouveaux paquets de cartes a jouer comprenant les cartes (22...)

Detailed Description

... along with the rules of blackjack (otherwise known as twenty-one), or the rules of **poker**. In the novel game, nine playing cards are dealt to a player, one at a...

...3 array) board, in order to obtain the sum of 21 (when adding up three **cards**), either across, **down** or on a diagonal. The player attempts to create as many 21 totals as possible. In the novel game of **poker**, the cards are also placed on the board, but the player places the cards in the optimal position to obtain the best **poker** hand or hands.

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An alternative embodiment of the present invention relates to a novel deck...

...novel cards, unlike standard cards, do not contain a suit indication, such as Spades, Hearts, **Diamonds** or Clubs.

Another alternative embodiment of the present invention is a novel deck of playing...

...playing cards consists of 52 cards, divided out into four different suits (namely Spades, Hearts, **Diamonds** and Clubs) which are printed or indicated on one side or on the face of...

...account the value of the cards) wins the game.

For instance in the game of **Poker**, each player may ultimately receive five cards. The player who obtains three cards having similar numbers on their face, i.e. the four of Hearts, four of **Diamonds** and four of Clubs, will defeat the player having only two cards with the same... machines. In these gaming machines players insert coins and play certain card games, such as **poker**, using an imitation of standard playing cards on a **video** screen, in an attempt to win back more money than they originally inserted into the...

...Further, an imitation or depiction of a standard playing card is used in many handheld **electronic** games, such as **poker** and blackjack, and in many computer games and Internet games. Using a handheld **electronic** game or a computer terminal that may or may not be connected to the Internet...

...in the game play, in which the cards are usually enlarged or shown on a **video** screen or monitor for easy viewing. In these television game shows, the participants play the...

...tic-tac-toe board in an attempt to obtain totals of 21 when adding three **cards** (either across, **down** or diagonal). The player positions the cards such that as many totals of 21 can...

...object of the present invention is to provide a method for playing the game of **poker** in which nine standard playing cards are dealt to the player, and the player places...

...exaggerated (in size) tic-tac-toe board in an attempt to obtain the highest value **poker** hand using three cards (either
6
across, down or diagonal). The player positions the cards such that each set is a separate **poker** hand.

Another aspect of the present invention relates to a deck of playing cards made...

...the number ten, etc.) These cards do not necessarily need a suit indication (club, spade, **diamond** or heart) as found on cards from a standard playing deck of cards. Other combinations...8
the player must decide which position, of the eight remaining positions, to place the **card** (upper left **corner**). After each **card** is placed in a position, another card is dealt, and the player must decide in...

...laid out in three rows of three cards per row. By adding up the three

card combinations, across, **down** and diagonally, (eight combinations in all) the player can calculate how many twenty-ones he...

...or gambling game utilizing a tic-tac-toe format could also be played as a **poker** game, instead of twenty-one as described above. In this alternative embodiment, the player places the cards as dealt onto the game board in an attempt to create the best **poker** hands using the three **card** combinations across, **down** and diagonal.

9

For example, if the player was initially dealt an Ace of spades...

...many different strategies that a player can use to play this tic-tac-toe type **poker** game. As described above, the player does not stop until all of the nine positions are filled.

The player attempts to obtain as many winning **poker** hands as possible.

If the player placed the nine cards that he was dealt into...

...20, otherwise known as a pair of Queens.

The present invention, both the blackjack and **poker** embodiments, can be played on a handheld **video** device or a computer screen (not shown). A reproduction of the playing cards can be...

...a five by five position board is used (not shown), a game similar to stud **poker** can be played with five **poker** hands across, five **poker** hands down, and two diagonal hands.

An alternative embodiment of the present invention relates to...1 value of eight. These cards do not necessarily need a suit indication (Club, Spade, **Diamond** or Heart) as found on cards from a standard playing deck of cards. Of course...

...e., a dealer deals cards to a player or players sitting around the table), for **video** gaming machines, on handheld **video** devices or computers (either CDROM, or downloaded from the Internet) for game play. In these...

...cards, these roulette cards can also be utilized in the gaming industry as table games, **video** gaming machines, handheld **video** devices or on computers (either CD-ROM, or downloaded from the Internet) for game play...

...a row), and the amount initially wagered.

Further, the tic-tac-toe blackjack, tic-tac-toe **poker**, and novel card embodiments can be utilized as lottery tickets, where the player scratches off...

...add to 21, the more times the player wins. The same holds true for the **poker** embodiment. A certain hand could decide the winner (pair of jacks or better). The player...

...to be illustrative and not intended to limit the scope of the invention. Changes and **modifications** are possible with respect to the foregoing

description, and it is understood that the invention...

20/3,K/36 (Item 36 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00532776 **Image available**

SEVEN SUNS CASINO POKER

JEU DE POKER "SEPT SOLEILS" POUR CASINO

Patent Applicant/Assignee:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 9964128 A1 19991216

Application: WO 99US11846 19990528 (PCT/WO US9911846)

Priority Application: US 9894047 19980609

Designated States: AT AU BG CA CZ HU KE KR MG NZ PL RU UA ZA GH GM KE LS MW
SD SL SZ UG ZW AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

Publication Language: English

Fulltext Word Count: 5528

SEVEN SUNS CASINO POKER

JEU DE POKER "SEPT SOLEILS" POUR CASINO

Main International Patent Class: A63F-001/00

Fulltext Availability:

Detailed Description

Claims

English Abstract

A method of playing a **poker** game. Dealer deals two cards to each player, and two cards to the dealer. Players decide to bet and stay in or fold, then three **community cards**, are dealt face up, at the center of the table (21). Players decide to bet and stay in or fold, based on the player's assessment of the **poker** hand formed by their two-card hand combined with the **community cards**. A fourth **community card** is dealt face up, and players again decide to stay or fold. Dealer deals a fifth **community card**, and determines the winning hand based on which player (or dealer) holds the best five-card **poker** hand made from the five **community cards** and the two-card player hands. The **poker** table (12) has a card hand area (15), bet area (14) at each player position...

French Abstract

Dans ce type de jeu de **poker**, le meneur de jeu distribue deux cartes a chaque joueur ainsi qu'a lui-meme...

...figure par association des cinq cartes communes et des deux cartes aveugles. La table de **poker** (12) comporte un secteur reserve aux cartes (15) et un secteur reserve aux mises (14)...

Detailed Description

SEVEN SUNS CASINO POKER

BACKGROUND OF THE INVENTION

1. Technical Field

This invention relates to a card game, and is especially directed to a method of playing **poker** in casino conditions. The invention more particularly concerns a method of dealing and placing wagers on card hands, in which player hands are dealt at respective player positions and **community cards**, which are used in common with the players' and with the dealer's hands, are dealt to a **community card** area on the **poker** table.

2. Background Art

Poker has been, and remains, a popular card game, and is often one of the games...

...casinos and gambling resorts. It has become common in the modern casino to place the **poker** tables in a room separate from the rest of the games offered. This is necessary...

...a less confused atmosphere for playing the game. This practice facilitates playing for the experienced **poker** players, who have attained a high level of skill in playing **poker**. Unfortunately, this same practice tends to intimidate the novice or would-be player, and discourages them from sitting in on a **poker** game. New players often feel that the special treatment given to regular **poker** players is indicative of a special status or ability, rather than reflecting the need to keep the **poker** tables free from the distractions of the other games. Thus, the need for separating the **poker** games from the main casino floor, while permitting concentration and assisting play for the experienced **poker** player, discourages possible new players.

On the other hand, modern casinos desire to provide even the casual guest with the excitement and challenges of **poker**. Therefore, it has been desired to provide the new or OBJECTS AND SUMMARY OF THE INVENTION Accordingly, it is an object of this invention to provide a form of casino **poker** which has the flavor of regular **poker**, but does not require immediate skills for the player to have success.

It is a related object to provide the inexperienced player with an entertaining casino **poker** game which does not require the skills of a regular **poker** player, and which will give the novice player an opportunity to develop **poker** skills while playing the game. It is another object to provide a casino **poker** game which can be placed on the main floor of the casino in the vicinity of other popular games, rather than in a separate **poker** room.

In accordance with an aspect of the present invention, a game of casino **poker** is provided, wherein a dealer deals cards to player positions on a table for one...

...The dealer, standing at a dealer position at the table, deals cards from a standard **poker** deck, one card at a time, face up, to each player position and deals two...should stay or fold in turn. The dealer then deals three cards face up as **community cards** to a **community card** area in view of all players and dealer. Here the dealer turns over his or ...

...of the value of the player's two card hand when combined with the three **community cards**, relative to the card hands of the other players and dealer combined with the same **community cards**. The dealer then deals a fourth card, face up, to the **community card** area as a **community card**, after which the players again decide to stay or fold. The dealer now deals a fifth card, face up, to the **community card** area as a **community card**. After this, the winning hand is determined, as among the dealer and players who have not folded, based on the respective card hands and five **community cards**, according to a pre-established **poker** ranking system.

Normally, the game would be played using a straight deck of 52 cards...

...in each of four suits, with no Joker and no wild cards, and with

traditional **poker** ranking, i.e., high card, one pair, two pair, three-of-a-kind, straight, flush...

...any ante or wagers previously made during the round of play. Then after the three **community cards** are dealt out, and also after the fourth card is dealt out, the players who hand and the five **community cards**, wins the entire pot, minus a small commission for the house.

The game can be...

...a card area where the player's two-card hand is dealt. There is a **community card** area in a center part of the table, about half-way between the flat and round sides of the table, where the **community cards** are placed. Preferably, the bet areas are in the form of sunbursts, Alternatively, the deck can be computer-generated and the cards may appear on a **video** screen which may form a part of the table.

The players do not pick up...

...DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENT

With reference to the Drawing, a Seven Suns Stud **Poker** table 10 is provided in a half-moon or semi-circular shape, with a flat...

...14, to which the player places his or her antes and other bets, and a rectangular player card hand area 15, in which the player's two card hand is dealt...16 and the dealer's betting and card hand areas 17, 18, there is a **community card** area 21, where Dealer places the five **community cards**. In this embodiment, the **community card** area 21 is made up of five card-size **rectangles**, one for each of the **community cards**.

The game is played on a winner-take-all basis, with the best hand taking the pot.

The game is based on the rules of stud **poker**, with a structured betting format, and no raises. In a preferred mode, a standard 52-card **poker** deck is used, without the joker, and with no cards wild.

In the description and...

...from the total Pot and removed to the rack for the benefit of the casino.

" **Community Cards** " are the five cards placed in the center of the table 10, and in front...Normally, there are no raises permitted.

Hand Ranking will normally follow the customary five-card **poker** rules, generally as follows.

High Card: In descending order -- Ace, King, Queen, Jack, Ten, Nine...

...equal value, but if desired, the suits can also be ranked, i.e., Spades, Clubs, **Diamonds** and Hearts.

One Pair: Two cards of the same rank, and the pairs being ranked...

...hand areas 15 and the dealer card hand area 18. Dealer then deals out five **community cards**, face up, to the **community card** area 21 in the center of the table. These **community cards** are used by all

players and Dealer/Player as a part of their hand. In...

...players and Dealer all have hands that rely on two-card hands plus the five **community cards**, the players and the house or casino all have the ability to win the Pot...game may be as high as seven, plus the dealer/player, allowing for the five **community cards** and the bum cards that are removed during each round of play. This leaves 27...Dealer bums the top card, then deals the next three cards, face up, into the **community card** area in the middle of the table, in view of all players. Dealer should sort these three **community cards** according to rank or face value, so as to make it easier for the players...

...down, so that the cards now lie face up.

All players and Dealer, using the **poker** value of their two-card hand combined with the three **community cards**, decide whether to stay or fold. Here Dealer inquires each player, in turn, starting with...

...from the player card hand area 14 for any players that fold, and places these **cards**, face down, into discard ...into discard area 20. Dealer then bums the top card, and turns up a fourth **card**, as a **community card**, and places it alongside the other three **cards** in the **community card** area 21. Dealer should sort all four of the **community cards** into rank order. Then Dealer inquires of the players remaining, in order as before, whether...

...the discard area 20, and then places the next card, face up, as a fifth **community card** in the **community card** area 21. Dealer sorts the five **community cards** according to rank, and places the unused cards of the deck into the discard area...

...to any player.

At this time Dealer determines the winning hand, based on the best **poker** hand using the best five cards of the seven cards for each player, made up of the two-card hand plus the five **community cards**. The losing cards are removed to the discard area 20, and then Dealer awards the... other). With a lesser value initial hand, Dealer should probably fold.

Round #2: First Three **Community Cards** -Again, Dealer would determine the potential highest ranking hand, and voice this to the players...
...Player's hand is the highest hand showing, Dealer/Player should stay.

Round #3: Fourth **Community Card** -Here, Dealer/Player should only stay if he or she has a reasonable chance, with the turn over of the fifth **community card**, of beating all other remaining hands. The same qualifications of hand ranking should be used...

Claim

What I claim is:

I I . A method of playing **poker**, wherein a dealer deals cards to player positions on a table for one or more...

...value of card hands dealt to them, comprising the steps of dealing cards from a standard **poker** deck, one card at a time, face up, to each player position and dealing to...

...relative to the card hands of the other players; dealing three cards face up as **community cards** to a **community card** area in view of all players and the dealer;

I I again permitting the players...

...of the value of the player's two card hand when combined with the three **community cards**, relative to the card hands of the other players and the dealer combined with the same **community cards**;
dealing a fourth card, face up, to the **community card** area as a **community card**;
again permitting the players to stay or fold;
dealing a fifth card, face up, to the **community card** area as a **community card**; and
deciding the winning hand as among the dealer and players who have not folded, based on the respective card **hands** and five **community cards**, according to a preestablished **poker** ranking system.

2 The method of claim 1, wherein the two card hand of the dealer is dealt with the two **cards** lying face **down**, and including, after the step of dealing three **cards** as **community cards**, turning over the two cards of the dealer so that they lie face up.

3...

...for any player who decides to fold.

6 The method of claim 1, wherein said **poker** deck includes 52 cards divided into four suits, each of said suits containing 13 cards...

...10 Jack, Queen, King and Ace, respectively.

7 The method of claim 1, wherein said **poker** deck has 53 cards, with 52 in four suits containing 13 cards each ranking 2...Queen, King and Ace; and a Joker.

8 The method of claim 1, wherein said **poker** deck comprises a computer generated set of playing cards which appear on a viewing screen at said table.

9 A method of playing **poker**, wherein a dealer deals cards to player positions on a table for the dealer and...

...of card
hands dealt to them, comprising the steps of
dealing cards from a standard **poker** deck, one card at a time face up to each player position, commencing with a...

...of the other players and
the dealer;

I I dealing three cards face up as **community cards** to a **community card** area in
view of all players and the dealer;
again permitting the players to stay...

...of the value of the player's two-card hand when combined with the three **community cards**, relative to the card hands of the other players and the dealer combined with the same **community cards**;
dealing a fourth card, face up, to the **community card** area as a **community card**;
again permitting the players to stay or fold;

dealing a fifth card, face up, to the **community card** area as a **community card** ;

deciding the winning hand as among the dealer and the players who have not folded based on the respective card **hands** and five **community cards** according to a pre-established **poker** ranking system; and moving the marker to another player position before commencing a successive round...

...for any player who decides to fold.

13 A card table for playing a casino **poker** game in which two cards are first dealt face up to each player, the players...a dealer card placement area in which the dealer places two cards, face up; a **community card** placement area at a center part of the table between the flat side and the...

...table adjacent the dealer position, in which cards taken out of play are placed, face **down** . 14.' The **card** table of claim 13, wherein each of said player and dealer bet placement areas is...

20/3,K/44 (Item 44 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00432876 **Image available**

MODIFIED POKER CARD GAME AND COMPUTER SYSTEM FOR IMPLEMENTING SAME
JEU DE POKER MODIFIE ET SYSTEME INFORMATIQUE POUR METTRE EN OEUVRE CE JEU
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Inventor(s):

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SINGER Anthony M,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9823340 A1 19980604

Application: WO 97US21811 19971128 (PCT/WO US9721811)

Priority Application: US 9631984 19961129; US 97979365 19971126

Designated States: AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
FI GB GE GH HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK
MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG US UZ VN
YU ZW GH KE LS MW SD SZ UG ZW AM AZ BY KG KZ MD RU TJ TM AT BE CH DE DK
ES FI FR GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN
TD TG

Publication Language: English

Fulltext Word Count: 25450

MODIFIED POKER CARD GAME AND COMPUTER SYSTEM FOR IMPLEMENTING SAME
JEU DE POKER MODIFIE ET SYSTEME INFORMATIQUE POUR METTRE EN OEUVRE CE JEU

Main International Patent Class: A63F-001/00

International Patent Class: A63F-09:22

Fulltext Availability:

Detailed Description

Claims

Detailed Description

MODIFIED POKER CARD GAME AND

COMPUTER SYSTEM FOR IMPLEMENTING SAME

Related Applications

This application claims priority from...

...Technical Field

The present invention relates generally to games,
and more particularly, to a modified **poker** card game,
and a computer system for playing the modified **poker**
card game. Special features are provided to enhance
game play.

Background Art

The growth of...

...of passive observers. This is
actually most true of the more expensive games that
employ **electronic** components and the like which may or
may not involve any skill on the part...

...places players in an exciting tournament competition.

one game of interest over the years is **poker** .

(US) 5882260

Various attempts have been made to enhance play of **poker** over the years. Examples of such attempts are described in the following U.S. patent...

...are hereby incorporated by reference.

U.S. Patent No. 4,743,022, Wood, second chance **poker** method; U.S. Patent No. 4,948,134, Suttle et al
..., **electronic** five card **poker** game where cards are given to the players one at a time; U.S. Patent No.

5,013,049, Tomaszewski, five card **poker** game where up to two cards are drawn; U.S. Patent No. 51118,109, Gumina, instant **poker** game card; U.S. Patent No.

5,255,915, Miller, six card, two hand **video poker** game; U.S. Patent No. 5,294,128, Marcruetz, six cards, three hand **poker** game; U.S. Patent No. 5,382,025, Sklansky et al., three hands, two card **poker** game where each player chooses one **hand** and five **communal cards** are dealt face up; U.S. Patent No. 5,407,199, Gumina, interactive **video /casino poker** game-drawpoker, holdlem **poker** ; U.S. Patent No. 5,415,404, Joshi et al., multiplay **video poker** game in which the player's sub-hands are compensated to increase the payoff level of the winning hands; U.S. Patent No. 51431,407, Hofberg et al., casino **poker** game.

U.S. Patent 5,437,451 to Fulton involves a modified **poker** game where the player is dealt pairs of cards, where one card is optional and the other mandatory. The player is permitted to **exchange** at each round the optional card until five cards are selected.

The resulting five card...

...than the rank of the front hand.

Unfortunately, all these prior art attempts at making **poker** interesting and challenging have not been successful. That is, the prior art has been unable to successfully provide a **poker** game that combines the attributes of skill, luck, excitement and simplicity with rapid play. For...

...five card hands. Further, none of the above prior art references relate to building a **poker** type hand one card at a time, at the selection/control of the player..

Accordingly, it is desirable to provide a modified **poker** game that provides a player the opportunity to exercise their skill. It is also desirable to provide a modified **poker** game that includes luck to make the game exciting, unpredictable and enjoyable ...for people of all levels of intelligence.

It is further desirable to provide a modified

poker game that has simple rules so that new players may learn the game easily, including learning the appropriate strategy for the game.

It is also desirable to provide a modified **poker** game that can be played rapidly so that multiple games can be played between two...

...players in a short period of time.

It is also desirable to provide a modified **poker** game that can be played in a stand-alone manner, or multiple players in a...

...Invention

It is a feature and advantage of the present invention to provide a modified **poker** game that permits a player the opportunity to exercise their skill.

It is another feature and advantage of the present invention to provide a modified **poker** game that includes luck to make the game exciting, unpredictable and enjoyable for people of...

...intelligence.

It is another feature and advantage of the present invention to provide a modified **poker** game that has simple rules so that new players may learn the game is easily...

...It is a further feature and advantage of the present invention to provide a modified **poker** game that can be played rapidly so that multiple games can be played between two...

...time.

It is another feature and advantage of the present invention to provide a modified **poker** game that can be played on a stand-alone machine or multiple players in a...

...advantage of the present invention to provide the player the option of playing the modified **poker** game against a computer in a slot machine fashion.

The present invention is based, in part, on the discovery or realization that previous attempts at improving the **poker** game have been unsuccessful due to the inability to combine the attributes of skill, luck, and simplicity with rapid play.

The modified **poker** card game of the present invention, the casino **video** version, is a game which combines some elements of **Video Poker** and Bingo. It can be played by one person (stand-alone) or with an additional...

...the highest score

to win the jackpot money. In tournament form, a number of modified **poker** game machines are linked together, with match-point scoring and instantaneous graphic display of the...

...see below) and "Call Cards" (see below), and compete for the highest score. The modified **poker** game tournament features include an instantaneous visual display of players' relative standings ("The Leader Board") and Match Point scoring.

The modified **poker** game satisfies the five (5) requirements for making it an ideal tournament game.

.Fairness - Players...of Hands - Fundamental to a tournament game, and inherent to the structure of the modified **poker** game, players make a multiplicity of different hands from the same "Called Cards".

In addition to being an ideal tournament game, the modified **poker** game is also a perfect Class II game. In the Indian Gaming arena, there is...

...achieve the features and advantages of the present invention, a game device providing a modified **poker** card game is provided as described below. A method of playing a card game is provided where a player sequentially builds at least two **card** hands that **intersect** with each other in at least one card. The at least two card hands define...

...of the Drawings

FIG. 1 is illustrations of sample T-hand pattern for the modified **poker** game of the present invention; FIG. 2 is illustrations of sample E-hand pattern for the modified **poker** game of the present invention; FIG. 3 is illustrations of sample I-hand pattern for the modified **poker** game of the present invention; FIG. 4 is illustrations of sample T-hand pattern for the modified **poker** game of the present invention with a card discard area feature; FIG. 5 is an...

...of the E

hand pattern where the player builds four card hands for the modified **poker** game of the present invention; FIG. 6 is an illustration of how the player is credited with scores from all the hands built which have value for the modified **poker** game of the present invention ...is an illustration of an example of the H hand pattern where player builds three **poker** hands for the modified **poker** game of the present invention; FIG. 8 is an illustration of how the player is...

...credited with scores from all the hands he built which have value for the modified **poker** game of the present invention illustrated in FIG. 7;

FIGs. 9-27 are illustrations of another example of the H-hand pattern where player builds three **poker** hands for the modified **poker** game; FIG. 28 is an illustration of main central

processing unit for implementing the computer...

...32-37 are flowcharts of a computer implemented process implemented by software for the modified **poker** tournament competition; FIG. 38 is the enhanced screen display utilized in the modified **poker** tournament game; FIG. 39 is an illustration of an example of the modified **poker** tournament game; and FIGs. 40-41 are illustrations of an example of the modified **poker** tournament game.

Best Mode for Carrying Out the Invention
The modified **poker** card game of the present invention, the casino **video** version, is a game which combines some elements of **Video Poker** and Bingo. It can be played by one person (stand-alone) or with an additional...

...the highest score to win the jackpot money. In tournament form, a number of modified **poker** game machines are linked together, with match-point scoring and instantaneous graphic display of the...

...see below) and "Call Cards" (see below), and compete for the highest score. Tournament modified **poker** game features include an instantaneous visual display of players, relative standings ("The Leader Board") and Match Point scoring.

The modified **poker** game satisfies the five (5) requirements for making it an ideal tournament game.

1. Fairness...

...of Hands - Fundamental to a tournament game, and inherent to the structure of the modified **poker** game, players make a multiplicity of different hands from the same "Called Cards".

In addition to being an ideal tournament game, the modified **poker** game ...of variety in the Class II arena.

Players do not have any choices. The modified **poker** game is "Bingo-Like" and would give players another socially-interactive game they could enjoy. The game device for the modified **poker** game is, for example, a display screen with touch screen capabilities (optional, 5 by 5...

...bill acceptors or hoppers are needed).

Object of the Game

The object of the modified **poker** game is to create the highest-valued **poker** hands (using, for example, a **video poker** payoff table or other suitable payoff table). All players are shown a hand pattern, which...

...at the discretion of the player

these cards will not be considered in evaluating the **poker** hands.

All players are shown a "Hand Pattern." There are many different possible "Hand Patterns..."

...Hand Pattern

The T-hand pattern illustrated in FIG. 1 will create two five card **poker** hands, with one **card** in **common**. When a **card** is "called" the player must place it anywhere within the hand pattern, except on a place that already has a card. The hands created will be evaluated by using a **video poker** payoff table, for example.

Low Pair
Pair of Jacks or Better
Two Pair
10 Three...

...Hand Pattern

The E-hand pattern illustrated in FIG. 2 will create four five-card **poker** hands, with three **cards** in **common**. When a **card** is "called" the player must place it anywhere within the hand pattern, except on a place that already has a card. The hands created will be evaluated by using a **video poker** payoff table, for example.

Two Pair
Three of a Kind
Straight
Flush
8 Full House...Hand Pattern

The I-hand pattern illustrated in FIG. 3 will create three five card **poker** hands, with two **cards** in **common**. When a **card** is "called" the player must place it anywhere within the hand pattern, except on a place that already has a card. The hands created will be evaluated by using a **video poker** payoff table, for example, as described above or derivative thereof.

Stand-Alone Play
All players...

...the

"Discard Area." Cards placed in the "Discard Area" are not considered when evaluating the **poker** hands.

Alternatively, players may also build a separate hand pattern using the discarded cards.

All...

...done and the scores must be tabulated. Scoring is done by evaluating each five card **poker** hand, for example, against a **video poker** payoff table and then summing all the values for each **poker** hand for a total score and/or award.

SAMPLE **POKER** HAND PAYOFF TABLE

HandValue Per Coin
 Pair of Jacks or Better1
 Two Pair2
 Three Of A Kind3
 Straight4
 Flush6
 Full House9
 Four Of A Kind25
 Straight Flush50
 Royal Flush250

The **Poker** Table Value of each player's hand is then used to determine their score or...

...5 is an illustration of an example of the E hand pattern for the modified **poker** game, where the player builds four **poker** hands. In FIG. 5, display 10 includes display area 12 with wagering area 14.

Wagering...is an illustration of an example of the H hand pattern where player builds three **poker** hands for the modified **poker** game. In FIG. 7, display 101 includes display area 121 with wagering area 141.

Wagering...

...27 are illustrations of another example of the H-hand pattern where player builds three **poker** 2S hands for the modified **poker** game. In FIG. 9, display 10'' includes display area 1211 with wagering area 14''. Wagering...and another second face-up card 98 is displayed.

In FIG. 24, the nine of **diamonds** has been placed in card area 100. The second face-up card 98 illustrated in...

...and another second face-up card 102 is displayed. In FIG. 25, the six of **diamonds** has been placed in card area 104. The second face-up card 102 illustrated in...262, internal or external hard drives such as 260, or CD ROM or DVD (digital **video** disks) drives such as 258. A display interface 264 interfaces with display 240 and permits...

...Typically, memory media such as a floppy disk, or a CD ROM, or a digital **video** disk will contain, inter alia, the program information for controlling the computer to enable the...

...functions in accordance with the computer system described herein.

Network Hardware for Games w/Modified **Poker** Tournament
 The system for an interactive network of players being grouped into ranking tournaments, where each player has his/her own **electronic** console connected to the established network, all of which is controlled through a series of...a game that is suitable for the network casino environment is the above described modified **poker** tournament game. The following discussion relates to Fig. 31 for the hardware

configuration of the...game.

One form of software that may be used and modified to implement the modified **poker** tournament is found in provisional patent application, entitled INTERACTIVE GAMBLING CASINO SYSTEM to Howard M...

...13, 1996, serial number 60/011,574, or in provisional patent application, entitled PICK 'EM **POKER** TOURNAMENT GAME AND INTERACTIVE NETWORK COMPUTER SYSTEM FOR IMPLEMENTING SAME to Anthony M. Singer, et...

...or
the software included in the Appendix herein, may be used to implement the modified **poker** game described herein in conjunction with the network implementation.

Alternatively, any standard software may be...

...FIG. 32 is a flow chart of the master game server process in the modified **poker** tournament game system which begins at Step S2. The master game server process, via the...

...computer NS, checks
in Step S4 for requests from players to play in a modified **poker** tournament game which is received from a modified **poker** tournament process flow described in detail in FIGs. 35 Master game server computer NS then...

...continues to
monitor the presence of such a request that is received from the modified **poker** tournament process flow and game station computer N20. If the master game server computer NS determines that a request has been received from a player to join the modified **poker** tournament in Step S5, the master game server computer NS determines whether the player is NS checks for a request from another player to join the modified **poker** tournament.

FIGs. 33-34 are flow charts of the computer implemented process for the game...

...starts at Step S10. The game server computer N10 checks or determines whether the modified **poker** game finish message has been received from the player via the modified **poker** tournament process in Step S12. The game server computer N10 accomplishes this function by interfacing with the game station computers N20 which are implementing or running the modified **poker** tournament process flow, i.e., the basic game process for the modified **poker** tournament game. Game server N10 then determines whether the game finish message has been received from the modified **poker** tournament process in Step S14, and if so, determines if all players have finished the current round of the modified **poker** tournament game in Step S16.

Game server computer N10 then determines whether

all players have...

...all

players have picked a card for the current round of play of the modified **poker** game. If game server computer N10 determines that all players have played the game in...

...player for tournament purposes.

The game server computer N10 then transmits back to the modified **poker** tournament process a ranking and number of points for each game which is applicable for...

...in Step S24. The game server computer N10 next prepares to start the next modified **poker** tournament game for the next tournament in Step S26. The game server computer N10 also...

...player is allowed to view the current and next card is used for the modified **poker** game, for the first round of the next game in the modified **poker** tournament for the players to select in Step S28, assuming all games have not been...

...to continue the monitoring and administering of each of the individual rounds for the modified **poker** tournament process.

If the game ...the formation of the next tournament.

FIGs. 35-37 are flow charts of the modified **poker** tournament process which is implemented by the individual game stations N20. In FIGs. 35-37, the modified **poker** tournament process begins at Step S42.

The game server station N20 then begins the process of initiating the next modified **poker** tournament game in Step S44. Prior to actually starting each round of the modified **poker** tournament game, the game station N20 determines whether a normal game of modified **poker** tournament is desired (i.e., a modified **poker** game where the player is playing against the house or game station computer N20) or whether the player has requested to be part of a modified **poker** tournament game in Step S46.

If the player has requested to be part of a regular modified **poker** tournament game and requested to play against the house, then the game station N20 initiates the modified **poker** game in Step S48. If on the other hand, if a player has requested to...

...game station N20 coordinates with all the game server computers N10 to play the modified **poker** game for each player the tournament in Step S50.

Alternatively, the player may also have...the

situation where the player is playing an individual game alone, or playing the modified **poker** tournament simultaneously with an individual game, the modified **poker** tournament system automatically compensates the player at the normal payoffs for the individual game.

This then prevents the modified **poker** operator/casino from losing heavily if the player is playing the tournament competition at greatly...

...points.

The game station computer N20 then determines whether all players have played the modified **poker** game in Step S52, and if not, determines whether a predetermined period of time has...

...then game station computer

N20 continues to monitor whether all players have completed the modified **poker** game.

If the predetermined period of time has been exceeded in Step S54, then game station computer N20 will either disqualify the player or automatically play the modified **poker** game in Step S56. Game station computer N20 will inform the game server computer N10 after the modified **poker** game has been completed in Step S58. Once all players have completed their games for the current round of the modified **poker** tournament, the game station computer N20 evaluates the modified **poker** result and awards the player the appropriate points based on a predetermined pay-off table...

...server computer N10 involves

the specific ranking of players for each complete game of modified **poker** tournament. That is, the game server computer N10 determines the appropriate ranking for all the...less than the maximum number of games in Step S78, then control of the modified **poker** tournament process reverts back to the beginning to the game loop/routine in Step S44 to prepare and execute the next round or game for the modified **poker** tournament competition. If the game counter is not less than the maximum number of games...

...button has been activated in Step S90, then

game station computer N20 assigns the modified **poker** tournament game as a normal or individual modified **poker** game in Step S92, and reverts control to the beginning of the modified **poker** tournament process Step S42 for implementation or execution of an individual game for the player...

...where the

player is playing an individual game alone (or also while playing the modified **poker** tournament simultaneously with an individual game), the modified **poker** tournament system automatically compensates the player at the normal payoffs for the individual game.

This then prevents the modified **poker** operator from

losing heavily, if the player is playing the tournament competition at greatly enhanced...

...If the start tournament button has not been activated in Step S96, then the modified **poker** tournament process is reverted to Step S88 for continuously checking whether the player has decided...received from the game server computer N10 in Step S102, then control of the modified **poker** tournament process is reverted back to the beginning of the process for starting the tournament modified **poker** games to each of the players that have been assigned to a particular tournament in...

...running the tournament.

FIG. 38 is the enhanced screen display 146 utilized in the modified **poker** tournament game. The main screen 146 for the modified **poker** tournament game is illustrated in FIG. 38. The modified **poker** tournament version begins with the person having, for example, 0 points. After the player indicates...

...determined that the tournament is starting within a pre-specified eligibility time period, the modified **poker** game system notifies the player that the tournament is forming and that the player must wait until a sufficient number of other players have requested the tournament modified **poker** tournament game.

After requesting to play the tournament game, and after a predetermined number of...

...has begun. The computer process will then instruct the players to begin playing the modified **poker** games to accumulate points for winning the tournament, as described above. In FIG. 38, the...game of play, and area 158 designates the total number of players in the modified **poker** tournament competition. Finally, area 160 designates the jackpot available for the current modified **poker** tournament.

Thus, the above description illustrates the exciting aspects of the modified **poker** tournament game.

The central computer (game server computer N10), if the player elects to participate in the tournament, will request the player to initiate the modified **poker** game at substantially the same time. Each player must play the modified **poker** game simultaneously or within a few seconds so that no player is ever out of...

...seconds, or less than three seconds.

In accordance with the tournament version of the modified **poker** game, all players are shown a "Hand Pattern." (There are many different possible "Hand

Patterns...

...the

"Discard Area." Cards placed in the "Discard Area" are not considered when evaluating the **poker** hands. All players will see the "called" card and then place that card in any...

...pattern, or within an optional "discard" pattern.

As described above, a feature of the modified **poker** game is to "preview" the next card before placing the current called card. In other...

...be

tabulated for each of the players.

Scoring is done by evaluating each five-card **poker** hand, for example, made against a **video poker** payoff table and then summing all the values for each **poker** hand. Tournament scoring involves the additional optional step of "match pointing" these scores.

Summary of...

...and the scores are calculated.

Tournament Scoring

Scoring is done by evaluating each five-card **poker** hand against a standard **video poker** table, and then summing all the values for each **poker** hand. For tournament play, after the absolute evaluations of the hands is completed using a standard **video poker** payoff table, each players hand is scored relatively using the Match Point method of scoring...

...be used to determine a player's score.

Example 1

one example of the modified **poker** tournament game is illustrated in FIG. 39. Note that all players have been dealt the...

...two of which

may be discarded as described above. The scoring process for the modified **poker** tournament game first determines the **poker** value table as follows.

Player #Top Row Hand Column Hand **Poker** Table Value

- (1) Straight Flush 10
- (2) Straight 1 pair 5
- (3) Nothing 2 pair...

...pair 3 Of AKind 4

- (5) Flush Full House is
- (6) Straight Flush 10

The **poker** table value of each player's hand is then used to determine their relative ranking using the match scoring method. After all hands have been evaluated using the **video poker** payoff table, as demonstrated above, the hands are match pointed by comparing results among all players.

Match Point Scoring = after all hands have been evaluated using the **video poker** table, then the hands are matched pointed by comparing results among all players, as follows...

...b) One Match Point is awarded for each player with the same hand evaluation.

Player **Poker** Value Match Points/Explanation

10 7 Beat 3 Players-6 points

Tied 1 Player-i second example of the modified **poker** tournament game is illustrated in FIGs. 40 Note that all players have been dealt the...

...for each of the players.

Game Benefits

1)We have seen this game excite all **video poker** players, in market research test and focus groups. The players love the sense of control...

...VLT environment (race tracks, lotteries, et al.).

3)Credits are optionally awarded for all winning **poker** hands made, that is, the player bets a fixed amount and can win anything from zero to the sum of the **poker** hands (using the payoff table).

For example, if the player is playing an E that is, a four **poker** hand pattern and the player finishes with.

a flush 5

a straight 4

a two...

...Minimum Units Bet is an optional feature since the game plays much longer than other **video** games.

Since the player almost always gets a payoff this tends to be a very...

...in the jackpot can be unlimited since this is a ranking tournament.

Various different card/ **video** games may also be used in accordance with the present invention. For example, **video poker**, deuces wild **poker**, jokers **poker**, bonus **poker**, double bonus **poker**, and other standard **poker variations**. As described above, the modified **poker** tournament competition provides players with the important ability to graphically determine their position or ranking in the modified **poker** tournament competition. This then adds the enhanced excitement for players when playing the tournament competition absolute scores which are a result of the points accumulated for playing each modified **poker** game. Note that the tournament award may be monetary, a prize, or even merely declaring...

...situation where the player is playing simultaneously an individual game while also playing the modified **poker** tournament, the modified **poker** tournament system automatically compensates the player at the normal payoffs for the individual game.

This then prevents the modified **poker** operator from losing heavily since the player is playing the tournament competition at greatly enhanced...

...invention which fall within the true spirit and scope of the invention. Further, since numerous **modifications** and **variations** will readily occur to those skilled in the art, it is not desired to limit the invention to the exact construction and operation illustrated and described, and accordingly, all suitable **modifications** and equivalents may be resorted to, falling within the scope of the invention.

DEFINITIONS

"Called...

...Cards11. "Hand Patterns" are comprised of 5-card columns and rows with one or more **common cards** .

Below are examples of some **common "Hand Patterns"**.

Claim

... A method of playing a card game wherein a player sequentially builds at least two **card** hands that **intersect** with each other in at least one card, the at least two card hands defining...

...according to

claim 1, wherein said method is implemented by a computer.

B. A modified **poker** card game wherein a player sequentially builds at least two **card** hands that **intersect** with each other in at least one card, the at least two card hands defining...the player and declaring the player a winner, responsive to the total value.

9 An **electronic** syst em for playing a modified **poker** tournament game among a plurality of players playing against each other, comprising:

(a) a central computer performing the following functions:

- (i) assigning players to the modified **poker** tournament game;
- (ii) initiating and transmitting same events relating to the playing of the modified **poker** tournament game to each of the plurality of players, the modified tournament game including a hand pattern with at least two intersecting modified **poker** hands to be filled in by each of the plurality of players;
- (iii) tabulating, storing...

...a result of inputs received from the plurality of players in response to the modified **poker** tournament game;

- Uv) evaluating each of the at least two intersecting modified **poker** hands with respect to a predetermined table to determine one or more values for each of the at least two intersecting modified **poker** hands, and summing the one or more values to determine a winning player for the modified **poker** tournament game; and
- (v) optionally distributing a tournament award to the winning player; and
- (b...

...workstations, one

player workstation for each of the plurality of players, each player workstation being **electronically** connected to said central computer, each player W **electronically** receiving and displaying tournament data from said central computer and from each of the plurality of players;

- (ii) processing the player inputs for the modified **poker** tournament game including filling in the hand pattern with the at least two intersecting modified **poker** hands until completion to build the at least two intersecting modified **poker** hands; and
- (iii) transmitting player inputs for the modified

poker tournament game to said central computer.

10 An **electronic** system according to claim 9, wherein each of the individual games are scored based on a single unit bet column of a payoff table.

11 An **electronic** system according to claim 10, wherein separate tournament rewards are providable for each of the simultaneous tournaments.

12 An **electronic** system according to claim 9, wherein the **electronic** system provides no restriction to the number of the players playing the tournament game.

13 An **electronic** system according to claim 9, wherein the tournament game includes players submitting different wagering data of different denominations.

14 An **electronic** system according to claim 9, wherein the tournament game includes players submitting different entry fees forming independently and substantially simultaneously scored player groupings.

15 An **electronic** system according to claim 9, wherein ...said game server computer disconnects all the players participating in the tournament game.

16 An **electronic** system according to claim 9, wherein each of said plurality of workstations include a graphical display displaying a ranking of all the players in the tournament.

17 An **electronic** system according to claim 16, wherein said graphical display displays the ranking of all the...

...visually exhibiting each of the players ranking among other players in the tournament.

18 An **electronic** system according to claim 9, wherein each of said players are eligible for the tournament based on predetermined criteria.

19 An **electronic** system according to claim 18, wherein said predetermined criteria includes whether the player has been playing individual modified **poker** games on said workstation immediately before or a predetermined number of games before the modified **poker** tournament game was initiated by said central controller.

20 An **electronic** system according to claim 9, wherein said individual game is also substantially simultaneously evaluated for an individual award for the player based on a payoff tale.

21 An **electronic** system according to claim 9, wherein each of said plurality of player workstations further includes a graphical display of a ranking of

the payers in the modified **poker** tournament game, providing the players with the ability to graphically determine the ranking.

22 An **electronic** system according to claim 9, wherein each of the players is required to input a name to begin play of the modified **poker** tournament game, and

wherein each of said plurality of player further includes a graphical display of a ranking of the payers in the modified **poker** tournament game, providing the players with the ability to graphically determine the ranking and to identify other players in the modified **poker** tournament game by name.

AMENDED CLAIMS

Ereceived by the International Bureau on 23 April 1998...

...of playing a card game wherein at least one player sequentially builds at least two **card** hands that **intersect** with each other in at least one card, the at least two card hands defining...

...in the pattern until a predetermined number of cards that comprise the at least two **card** hands that

intersect with each other defining the pattern have been placed; and
(c) at

20/3,K/51 (Item 51 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00342696 **Image available**

MULTI-TIERED WAGERING METHOD AND GAME

JEU D'ARGENT A PLUSIEURS NIVEAUX ET SON MODE D'EMPLOI

Patent Applicant/Assignee:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 9625208 A1 19960822

Application: WO 96US1740 19960208 (PCT/WO US9601740)

Priority Application: US 95388292 19950214

Designated States: AM AT AU BB BG BR BY CA CH CN CZ DE DK EE ES FI GB GE HU

IS JP KE KG KP KR KZ LK LR LT LU LV MD MG MN MW MX NO NZ PL PT RO RU SD

SE SG SI SK TJ TM TT UA UG UZ VN KE LS MW SD SZ UG AT BE CH DE DK ES FR

GB GR IE IT LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN TD TG

Publication Language: English

Fulltext Word Count: 9327

Main International Patent Class: **A63F-001/00**

Fulltext Availability:

Detailed Description

Claims

English Abstract

...player the opportunity to withdraw a second part of the bet. Then all remaining face **down cards** are shown, and based on the shown cards the remaining game wagers are resolved. Also...

Detailed Description

... jackpot, wherein the game may be played in conjunction with other wagering games, such as **poker** games.

Background Art

There are many wagering games used for gambling. Such games should be...

...836,553 (to Suttle and Jones) discloses a modified version of a five card stud **poker** game.

Additional symbols may be added to the usual means of playing a game to ...pay-offs. Players participating at gaming tables managed by a dealer and those participating on **video** equipment designed

and programmed to accept bets, deal cards and register winning hands automatically can...and game of the present invention is played with a single, typical fifty-two card **poker** deck and broadly involves the generally well

recognized and accepted set of rules, procedures and wager-resolving relationships and rankings of **poker**. The game method comprises each player placing an initial, three-part game wager to participate...

...collections related to the basic game wager are resolved according to the ranking of the **poker** hand of each player, i.e., the players are not playing against each other or...

...and is made or placed before any cards are dealt. Each player is dealt three **cards** face **down** in the customary fashion. Two **common cards** are dealt face down in front of the dealer for use by all of the players.

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Each player will use the two **common cards** in front of the dealer in combination with his or her three cards to create...retrieve one-third of the initial wager before the dealer reveals one of the two **down cards** previously placed in front of him.

After all of the players have been queried and...

...leave the first part of the initial game wager, the dealer turns one of the **down cards** face up. Each player now has the benefit of four cards, the three he or she is holding down plus the **common card**, and the dealer again gives each player the opportunity to retrieve one-third of the beginning wager before exposing the second **common down card**. After the second **common down card** is revealed, the players turn up the three cards they are holding thereby forming a...
...that their final five card hand will embody one of a number of predetermined designated **poker** hands. If a participating player's hand comprises one of the designated winning hands, that...

...designated winning hands to determine the participants in the second game may correspond to traditional **poker** hands or card arrangements, but are not limited to any particular arrangements. In the preferred...

...bet or entry fee to participate in the super jackpot game, and for displaying the **common cards**. The apparatus may be adapted to include the progressive gaming apparatus disclosed in the U. ...an exciting and interesting wagering game that is easy to learn, largely being based on **poker** and the well known ranking of **poker** hands.

It is another object of the present invention to provide a new **variation** of a well known wagering game, five card stud **poker**, which is made interesting by providing the opportunity for players to make multiple wagers and...

...game for play in casinos or at home and on various media including casino tables, **video poker** machines, **video** lottery terminals or home computers.

It is an advantage of the game of the present...involved. A house dealer position 20, including an area suitable for displaying the dealer's **common cards** 21, is provided.

Each of the playing positions 18a-g includes a wagering zone 22...

...the placing of the wager by each player, the cards are dealt, block 44, three **cards** being dealt **down** to each player and two **cards** are dealt **down** in front of the dealer.

The players inspect or "sweat" their cards in preparation for...removed from area 22a and returned to the player, the dealer shows one of the **down common cards**, block 48. Now, each player has four cards to consider, the three cards dealt to that player originally and the single **common card** showing on the table. Each player must then decide whether to let the second part...

...physically removed from area 22b and returned to the player, the dealer reveals the second **common down card**, as represented at block 52. Each player now has a five card hand comprised of the three cards each

player was originally dealt plus the two revealed **common cards**. The third bet, the bet placed at wagering area 22c, is a nonretrievable portion of...bonus payouts to players, the bonus payouts being based on a random outcome or certain **poker** rankings as set forth above. Fiftyfive cents (.55) could be used to fund the super...

...method of the present invention is not limited to being played with five card stud **poker** games, but may be applied or used with other appropriate wagering games such as other **poker** games or games of chance. The method of the present invention does not require a...on each of the three wagers.

4. The dealer now touches a "no more fees" **switch** on the table control panel. Once this is done, players may not change their wagers...to dispense three cards). These cards remain in a stack so that the two bottom **cards** are **hidden** by the top card. The stack is placed in the left hand **rectangle** of the two **rectangles** on the layout in front of the dealer.

10. The dealer touches the "card count" **switch** on the shuffler. The shuffler counts the remaining cards while moving them to the forward...the hand is over.

16. The dealer moves his up card to the right hand **rectangle** on the layout in front of him. The dealer then turns over his bottom card. There should now be two up cards in front of the dealer representing the **community cards** for the players.

17. Starting with the player on his right, the dealer turns over...

...last player (the first player on his left), he collects those cards and the two **community cards** in front of the dealer and places them face down in the discard rack. The dealer then touches the "game over **switch**" on the control panel.

Irregularities in Dealing Procedures.

1. Entry Fee Light.

If a player...in the tournament for any reason whatsoever- including death-no one will be allowed to **substitute** for that 20 person and continue in his place. (This rule is intended for the ...hours.

The multi-tiered wagering game of the present invention, including the "LET IT RIDE@ " **poker** game aspects thereof, might be played live with a dealer at one or more gaming tables in one or more casinos, or in casinos, homes and other locations in interactive **electronic** or **video** form with automatic coin or betting means symbols, receptacles and payout capability, wherein appropriate 30 symbols for cards, wagers or score keeping would be displayed **electronically**.

The present invention may be embodied in other specific forms without departing from the essential...

Claim

... game is blackjack.

12 The method of claim 1, wherein the basic casino game is **poker**.

13 The method of claim 12, wherein the range of game conditions is a pair ...or tournament.

20 The method according to claim 15, wherein the casino card game is **poker** , wherein the predetermined arrangement of cards is a pair of tens or better, two pairs...

...said subset.

21 The method according to claim 15, wherein the casino card game is **poker** , wherein the predetermined arrangement of cards is a pair of tens or better, two pairs...fixed amount.

32 The method according to claim 23, wherein the casino card game is **poker** , wherein the predetermined arrangement of cards is a pair of tens or better, .. two pairs...

...said subset.

33 The method according to claim 23, wherein the casino card game is **poker** , wherein the predetermined arrangement of cards is a pair of tens or better,, two pairs...accumulation period.

50 The method according to claim 45, wherein the casino card game is **poker** , wherein the predetermined arrangement of cards is a pair of tens or better, two pairs...

| Set | Items | Description |
|-----|---------|--|
| S1 | 2396 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? |
| S2 | 2750922 | MODIFICATION? ? OR VARIATION? ? OR VARIANT? ? OR PERMUTATI- ON? ? |
| S3 | 1313 | (SHARED OR COMMON OR COMMUNAL OR COMMUNITY) (2N) (CARD? ? OR HAND? ?) |
| S4 | 3344 | (RELATED OR INTERRELATED OR JOINT?? OR MUTUAL??) (2N) (CARD? ? OR HAND? ?) |
| S5 | 25 | (CORNER??? OR INTERSECT?????) (2N) CARD? ? |
| S6 | 0 | (QUOIN OR CANTHUS) (2N) CARD? ? |
| S7 | 356692 | DIAMOND?????? OR PENTAGON?????? OR OCTAGON?????? OR POLYGO- N?????? OR HEXAGON?????? |
| S8 | 348191 | RECTANG????????? OR TRIANG????????? OR QUADRANG????????? OR TRIGON????????? |
| S9 | 7 | THREESIDE?? OR 3SIDE?? OR FOURSIDE?? OR 4SIDE?? OR FIVESID- E?? OR 5SIDE?? OR SIXSIDE?? OR 6SIDE?? OR EIGHTSIDE?? OR 8SID- E?? |
| S10 | 6687 | (THREE OR 3 OR FOUR OR 4 OR FIVE OR 5 OR SIX OR 6 OR EIGHT OR 8) () SIDE?? |
| S11 | 1274232 | EXCHANG???? OR INTERCHANG???? OR SWAP???? OR SWOP???? |
| S12 | 2890898 | TRADE? ? OR TRADING OR SWITCH??? OR SUBROGAT???? OR SUBST- ITUT???? OR REPLAC???? |
| S13 | 284 | (BLIND?? OR DOWN OR HIDDEN OR COVERED OR FACEDOWN) (2N) CARD? ? |
| S14 | 2134647 | VIDEO?????? OR ELECTRONIC???? |
| S15 | 0 | S1 AND S3:S6 |
| S16 | 0 | S1 AND S2 AND S7:S10 |
| S17 | 8 | S1 AND S2:S10 AND S11:S14 |
| S18 | 7 | RD (unique items) |

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| Set | Items | Description |
|-----|----------|--|
| S1 | 50536 | POKER? ? OR POKERGAME? ? OR POKERCARDGAME? ? OR VIDEOPOKER? |
| S2 | 1224593 | MODIFICATION? ? OR VARIATION? ? OR VARIANT? ? OR PERMUTATI- ON? ? |
| S3 | 16902 | (SHARED OR COMMON OR COMMUNAL OR COMMUNITY) (2N) (CARD? ? OR HAND? ?) |
| S4 | 29317 | (RELATED OR INTERRELATED OR JOINT?? OR MUTUAL??) (2N) (CARD? ? OR HAND? ?) |
| S5 | 684 | (CORNER??? OR INTERSECT?????) (2N) CARD? ? |
| S6 | 0 | (QUOIN OR CANTHUS) (2N) CARD? ? |
| S7 | 841858 | DIAMOND?????? OR PENTAGON?????? OR OCTAGON?????? OR POLYGO- N?????? OR HEXAGON?????? |
| S8 | 357520 | RECTANG?????????? OR TRIANG?????????? OR QUADRANG?????????? OR TRIGON?????????? |
| S9 | 119 | THREESIDE?? OR 3SIDE?? OR FOURSIDE?? OR 4SIDE?? OR FIVESID- E?? OR 5SIDE?? OR SIXSIDE?? OR 6SIDE?? OR EIGHTSIDE?? OR 8SID- E?? |
| S10 | 37989 | (THREE OR 3 OR FOUR OR 4 OR FIVE OR 5 OR SIX OR 6 OR EIGHT OR 8) () SIDE?? |
| S11 | 10770149 | EXCHANG???? OR INTERCHANG???? OR SWAP???? OR SWOP???? |
| S12 | 17187727 | TRADE? ? OR TRADING OR SWITCH??? OR SUBROGAT???? OR SUBST- ITUT???? OR REPLAC???? |
| S13 | 11828 | (BLIND?? OR DOWN OR HIDDEN OR COVERED OR FACEDOWN) (2N) CARD? ? |
| S14 | 10666354 | VIDEO?????? OR ELECTRONIC???? |
| S15 | 250 | S1 AND S3:S6 |
| S16 | 52 | S15 AND S7:S10 |
| S17 | 44 | S15 AND S1(10N)S3:S6 |
| S18 | 93 | S16:S17 |
| S19 | 3 | S16 AND S17 |
| S20 | 65 | S18 AND (S2 OR S11:S14) |
| S21 | 93 | S18:S20 |
| S22 | 64 | S21 AND PY<2002 |

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